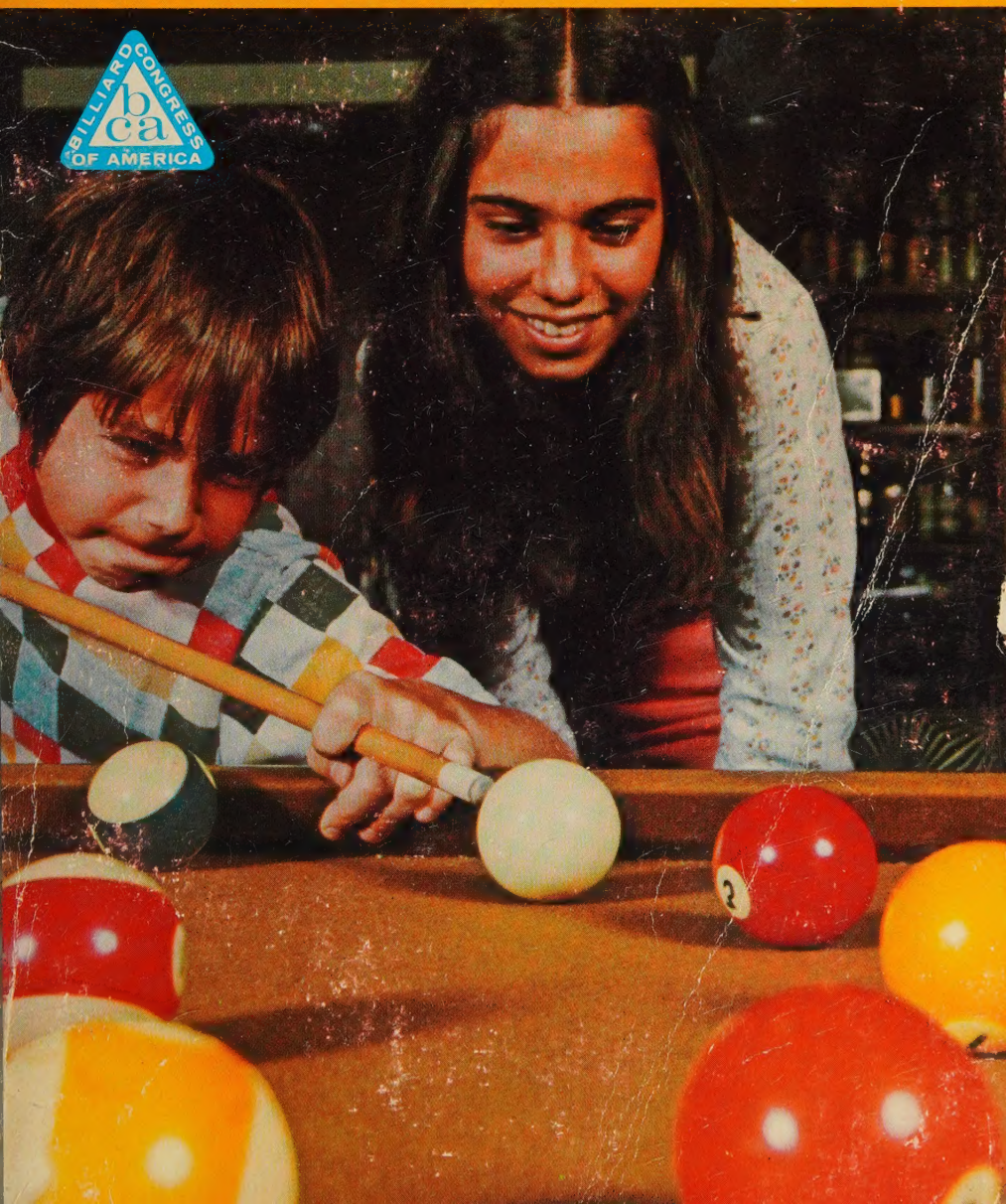



BILLIARDS

THE OFFICIAL RULES AND RECORD BOOK

includes instructions for beginners plus
rules for 25 pocket and carom games





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OFFICIAL RULE BOOK
FOR ALL
POCKET & CAROM
BILLIARD
GAMES



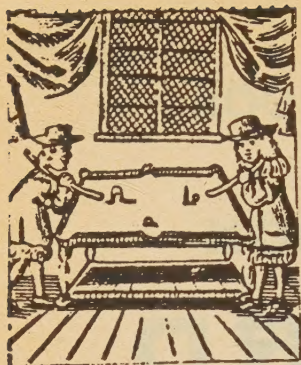
REVISED, 1977

BCA Rules Committee
Chairman: Robert Froeschle

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BILLIARDS

An Ancient And Honorable Game

Our sports of today trace their history back many years. Few, however, can lay claim to the blue blood line of billiards. Early references to it often were in connection with royalty.

In Shakespeare's "Anthony and Cleopatra" (Act II, Scene 5), the queen of ancient Egypt suggests a game of billiards to a companion. Whether or not this famous lady was familiar with the game is debatable, but the established fact is that during Shakespeare's time, billiards must have been a familiar pastime. Mary, Queen of Scots, was a noted wielder of the cue.

Two centuries later, Lord Byron wrote:

"You'll never guess, I'll bet you millions and millions.

It all sprang from a harmless game of billiards."

Evidence suggests that England was the birthplace of billiards. It probably was the derivative of lawn bowling, miniaturized and brought indoors to offset bad weather—hence the green cloth surface. Neither cues nor pockets were part of the original game.

It took the Spaniards to bring billiards to St. Augustine, Florida in 1565. The game grew up with America and ten years before the Civil War, billiards had reached a heyday of popularity in this country. In April 1859, Michael Phelan of New York and John Secreiter of Detroit played a championship match in Detroit. Phelan won the \$15,000.00 purse by a score of 2,000 to 1,904. Since then there have been many tournaments and sponsors. However, in America today only the Billiard Congress, the American College Union, and the American Billiard Association run annual tournaments that utilize qualifying events that culminate in the crowning of new champions each year.

Today, billiards has found its way into the hearts of Americans. The development of the home table, the renovation of bowling and billiard establishments and the advent of the tavern league have made billiards a popular form of recreation for millions of men, women and children.

FOREWORD

In preparing this revision of the BCA Official Rules and Record Book, various committees have invested substantial amounts of time reviewing the rules, games and past records associated with billiards. In addition, they have considered, often favorably, the contributions and suggestions of numerous individuals.

The reader, as a result, will find important differences from prior editions. These differences range from variations on standard games, such as 8-Ball and 14.1 Pocket Billiards, to the addition of one entirely new game, Equal Offense. Regarding the historical record section, several listings of no-longer-run tournaments have been dropped entirely, while corrections in dates of certain championships have been made to correspond with the records of those times. If you are a beginner at the game, the ABC's of Billiards section should be of considerable help in learning the basic techniques—the same ones used by most champions.

The Billiard Congress of America was incorporated in Illinois in 1963. It is the offspring of the now defunct National Billiard Council, and was founded for the purpose of bringing together the many business elements within the industry to provide a climate conducive to the growth of the sport.

BCA's efforts in bringing uniformity to the rules of the game, as well as the encouragement of tournaments of quality, soon evolved into the first U.S. Open 14.1 Pocket Billiard Championships, held in 1966. Since then, this tournament has become the premier event of the game, with the best players in the world striving to join the ranks of champions Irving Crane, Jimmy Caras, Joe Balsis, Luther Lassiter, Steve Mizerak, Dallas West, Tom Jennings, Dorothy Wise and Jean Balukas.

In 1976 the BCA Board of Directors authorized a second contest, a National 8-Ball Tournament, in recognition of the many amateurs who enjoy playing in billiard room, tavern, home and collegiate leagues across the nation. Hopefully, the next edition of this book will carry the historical record of this new event.

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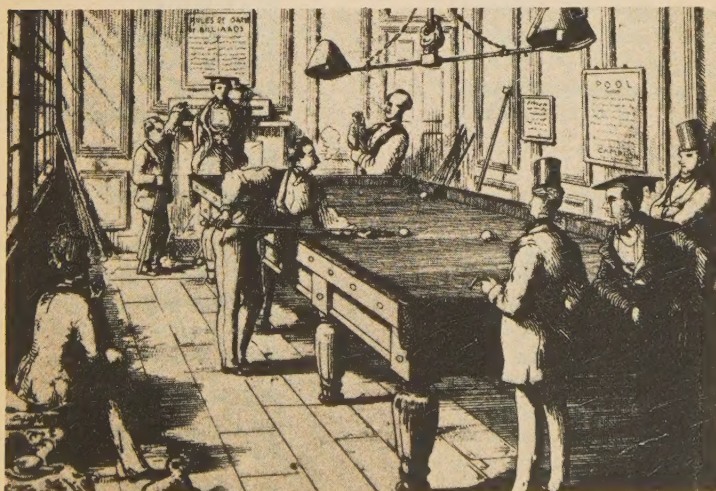
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- University of Massachusetts
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- Velvet Rail Billiards
Lansing, Michigan

BCA Sanctioned Tournament Table and Accessory Equipment Specifications

TABLE SIZE:

Pocket billiard tables are 4' x 8' and 4-1/2' x 9'.*

Carom billiard tables are 4-1/2' x 9' and 5' x 10'.*

American snooker tables are 4-1/2' x 9' and 5' x 10'.*

* Table sizes approved for sanctioned BCA State, Metropolitan (Sectional) or World Tournament play.

PLAYING SURFACE:

Measuring (width-wise) from the point on the radius of the edge of the pocket opening which bisects that opening to the corresponding point on the opposing side pocket (width dimension is 46" plus or minus 1/16" on a 4' x 8' table and 50" plus or minus 1/16" on a 4-1/2' x 9' table).

Measuring (Lengthwise from the head-end to the foot-end and not diagonally) from a point on the radius of the edge of the corner pocket opening which bisects that opening to the corresponding point on the opposing corner pocket (length dimension is 91" plus or minus 1/16" on a 4' x 8' table and 99" plus or minus 1/16" on a 4-1/2' x 9' table).

Measuring from cloth covered nose of cushion—length and width:

A 4' x 8' table has a playing area of 92" x 46".

A 4-1/2' x 9' table has a playing area of 100" x 50".

A 5' x 10' table has a playing area of 112" x 56".

TABLE HEIGHT:

31" (plus or minus 1/4") measured from the bottom of the leg or pedestal to the top of the rail cap.

POCKET OPENINGS:

Pocket Billiard Tables: Pocket openings are measured at the points on the nose of cushions where the cushions begin tapering to the pocket:

Corner 4-7/8" minimum to 5-1/8" maximum.

Side: 5-3/8" minimum to 5-5/8" maximum.

Snooker Tables: Pockets measured at slate openings.

Corner: 3-3/8" minimum to 3-5/8" maximum.

Side: 4-1/16" minimum to 4-5/16" maximum.

PLAYING BED:

Slate bed one inch minimum thickness, consisting of three (3) slabs, abutting edges (center to foot slabs) joined with a minimum of two (2) metalpin dowels into metal sockets; each slab individually mounted on a hardwood lumber frame of a 13/16" minimum thickness which is independent of the table base frame; to be covered with a directional finish billiard cloth the major portion of which is made from wool.

CUSHIONS:

Cushions to be anchored to slate and frame.

ACCESSORIES:

BILLIARD BALLS:

Pocket Billiard Balls: wt. 5-1/2 to 6 oz. 2-1/4" diameter.*

Carom Balls: wt. 7 to 7-1/2 oz. 2-27/64" diameter.*

Snooker Balls: wt. 5 to 5-1/2 oz. 2-1/8" diameter.*

* Diameter tolerance of (plus or minus) .005.

Billiard Terms & Definitions

Anchor. In balkline games, a space seven inches square at the cushions where balklines join the cushions. Balklines bisect the anchor. In balkline games, players are restricted in the number of points they can score with both object balls in anchor.

Angle. The relationship of the cue ball from its first to second object. A player, for example, shooting for a simple carom, determines at what angle the cue ball must leave the first object ball to strike the second object ball. In a game requiring cushion contact, the player must determine the angle the cue ball has to travel to the first cushion.

Angled. A player is said to be "angled" in pocket billiards and snooker when the corner of a pocket prevents him shooting the cue ball in a straight line at an object ball. (See Snooker rules.)

Around the Table. Usually refers to driving the cue ball around the table (to three or more cushions) in an attempt

to score. Player may drive ball around the table either before or after hitting first object ball.

Balk. An area on the table defined by lines drawn parallel with the cushions. (See balkline games.)

Also, the area between the head string and the head of the table. An object ball is in balk, for example, if it lies within the head string when the player has the cue ball in hand. In such cases, object ball in balk is usually spotted on the foot spot depending on specific game rules.

Balkline. A line on the table which defines a balk.

Also, the name of carom billiard games—such as 14.1 balkline—which games place balk restrictions on scoring.

Ball Off. Usually a jumped ball; one which after a stroke comes to rest other than on the bed of the table. (See jumped ball rules, all billiard games.)

Ball On. A ball is said to be on when a player can shoot directly at it in a straight line.

In snooker a ball is on—that is, a player is said to be “on a ball” when that ball can be legally struck by the cue ball under the rules. (*See Snooker.*)

Also, in pocket billiards a ball may be “on a pocket” if it can be driven into a called pocket on a combination shot.

Ball Specifications. *See* specifications, carom, pocket and snooker games.

Balls in Balk. Balls are in balk when requirements of balkline games place restrictions on consecutive scoring.

Balls are also in balk, when within head string when incoming player has cue ball in hand (unless game rules provide no balk protection).

Balls Out of Balk. Balls are out of balk when the two object balls in balkline games lie in different balks.

Also, in balkline games when the balls are in the center rectangle on the table.

Also, balls are out of balk when a player, shooting at balls in balk, drives one object ball out of the balk area, even though the ball driven out returns to the original balk area.

Balls. Struck Simultaneously—Balls may be struck simultaneously in shooting for simple caroms; in call shot pocket billiards if player calls ball and

pocket; in other pocket games not requiring a certain object ball be hit first (rotation), and in snooker, two reds may be struck simultaneously. (*See snooker rules.*)

Balls Touching. *See* “Frozen Balls.”

Balls. Value of—The scoring value of balls depends on game stipulations. In rotation pocket billiards, for example, the scoring value of the ball in points corresponds to the number on the ball. A player who scores the 15-ball, is credited with fifteen points.

Bank. A bank is a cushion. If a player banks a cue ball, he drives it to a cushion before it strikes an object ball.

Bank Shot. A bank shot results when a player banks the cue ball or, in pocket billiards drives an object ball against a cushion (banks it) and then into a pocket from that cushion.

Break. In all carom and pocket games, the break is the opening shot of the game, the player being required to “break” the object balls as set forth by the rules of the game being played.

In snooker, a break is a series of consecutive scoring strokes in one turn (inning) at the table. (High run.)

Bridge. The placement of the

left hand (for right handed players) on the table as it holds and guides the tip-end of the cue in stroking.

Also, a cue-like stick with a notched plate at the tip end, which a player may use as a "bridge" in shooting over a ball or in making a shot he cannot otherwise reach.

Burst. A burst is a term used in 41-pocket billiards. Player "bursts" when he scores more than 41 points and, as a result, must start over with no points.

Call Shot. A requirement in some pocket games which insists that a player make known his scoring intentions and then abide by his declaration. In other words, the player must call the ball he intends to make and the pocket in which he intends to drop the ball. If he fails, it is a miss.

Called Ball. In pocket games, the ball a player announces he intends to score in a called pocket.

Called Pocket. The pocket into which a player announces he intends to drop a called ball.

Carom. A carom in billiards is a score or a count, the result of the cue ball bounding from one object ball to another. A carom may be made by the cue ball glancing off one object ball directly into the se-

cond (or third) object, or by glancing off first object ball into a cushion and then into the second (or third) object. (*See carom billiards, bottle pocket billiards, cowboy pocket billiards.*)

Center Spot. A spot in the exact center of the table on which a cue ball or an object ball may be spotted in games requiring the use of that spot.

Chuck Nurse. A scoring technique allowed in straight rail carom billiards, in which one object ball rests against the rail and the second object ball is out from the rail to one side of the object ball at the rail. Player scores repeatedly by hitting object ball at rail and bringing cue ball back to rack but not move the second object ball out of position. If played skillfully, balls are in the same relative positions for subsequent shots.

Corner Game. A carom billiard game in which players are required to bank the cue ball against one or more cushions before hitting the lone object ball. Purpose of game is to drive object ball into a marked area in the corner of the table.

Count. A count is a score—a point or a number of points, depending on the game. In carom billiards, for example, a count or score is one point. In rotation pocket billiards, a count is a score in which the

scoring player gets points corresponding to the number of the ball.

Cross Table. This term usually refers to shots accomplished by driving the cue ball across the table. Many 3-cushion shots, for example, are cross-table shots.

Crotch. The crotch is the corner of a carom table or the opening of a pocket on a pocket table. Object balls are said to be crotched when in the opening of a pocket or in the corner of a carom table. The crotch area on a carom table is defined by a line running from the side rail to the end rail. The line joins the rails at points $4\frac{1}{2}$ inches from the corner of the playing surface of the cushions.

Crotch Line. The crotch line is an imaginary line which runs from the side rail to an end rail. (See Crotch above.)

Cue Ball Angled. See "Angled" and "Snooker Rules."

Cue Ball, in hand—player has a cue ball in hand, when, as the result of a foul or error on the part of his opponent, or as the result of some other governing situation, he puts the ball in play at a point of his choice within the head string. (See Rules all games.)

Cushion. A cushion is the felt-

covered resilient ridge which borders the inside of the rails on carom and pocket billiard tables.

Also, a cushion can be an "object" in billiard games such as cushion caroms and 3-cushion, which require cushion contact for legal scores.

Cushion Carom. A cushion carom is a count in which contact on a cushion figured. (See "Cushion Caroms," "3-Cushion Billiards," "Bank Game," etc.)

"D." An area marked on the table for snooker games. The straight side of the "D" is on the head string of the table, while the semicircular part of the "D" lies within the head string.

Dead Ball. A dead ball is one that stops or rolls "dead" upon contact with an object. A cue ball, for example, which stops upon contacting an object ball is called a "dead ball."

Dead Ball Shot. A shot in which the cue ball becomes "dead" upon contacting an object ball.

Draw. A stroking technique which allows the player to draw the cue ball back from an object ball. Draw is applied by striking the cue ball below center with a firm, sharp stroke.

Draw Shot. A shot in which the player applied draw to the stroked cue ball.

English. Stroking influence a player is able to put on a cue ball to control the action of that ball either after or before it hits an object ball. Sometimes referred to as spin. English "left" is applied by striking the cue ball on the left side; "right" on the right side. Experts warn against the use of "excessive English."

Fancy Shot. Usually an exhibition shot; a shot that requires unusual skill on the part of the player; a trick shot.

Follow. A stroking technique which allows the player to make the cue ball "follow" in the same general direction as the object ball after it strikes an object ball. Opposed to "draw." Follow is applied by striking the cue ball above center.

Follow Shot. One in which the player has applied "follow" to the cue ball.

Follow-Through. A most important fundamental in stroking the cue ball; follow movement of the cue after contact with the cue ball, through the area occupied by cue ball before it was struck by cue. As opposed to checking or jerking cue back after it strikes cue ball.

Force. The amount of force applied to the cue ball by the player. An understanding of force required on certain shots adds to the player's skill. Round-the-table or cross-table shots, in many cases, require more force than "close-up" shots.

Force Draw. The powerful application of "draw" to the cue ball. Force draw may "force" the cue ball "through" the object ball before the cue ball begins to draw back, or its application may draw the cue ball a great distance back from the object ball.

Force Follow. The application of follow with which the player drives the cue ball "through" the object ball or drives the cue ball a great distance after it hits the object ball.

Foot Spot. A spot near the foot of the table at the point where lines drawn from the center diamonds on the short rails and from the second diamonds on the long rails (near foot of table) intersect. The spot for the placement of object balls at the start of most billiard games.

Foot of Table. The short rail of a billiard or pocket table which is not marked with the manufacturer's name plate. As opposed to the "head of the table," which is marked with

the manufacturer's name plate.

Foul. Any infraction of the rules governing billiards. Fouls are usually penalized by the loss of points, the penalty depending upon specific game rules.

Foul Stroke. An infraction of the rules in which the foul takes place as a result of the player's stroke. Pushing the cue ball is a foul stroke in most games. Double contact of the cue tip on the cue ball (two separate contacts) is a foul stroke.

Frozen. A term used to describe balls that are touching each other on the table. When object balls are frozen they remain in play as they are. When cue ball is frozen to an object ball, player proceeds according to the rules of the game being played.

A ball, too, may be frozen to a cushion, that is, resting against the cushion. (*See 3-cushion rules.*)

Full Ball. A term used to define contact of a cue ball on an object ball. Some shots in carom billiards, for example, require that cue ball strike object ball full—that is, in exact center. As opposed to half-ball, one-third ball, one-quarter ball, etc.

Game. A name for billiards in general and for specific phases

of the general game, as pocket billiard game, 3-cushion game, etc.

Also, a victory. For example, a player has "game" if he wins.

Gather Shot. A technique which allows a player to bring the object balls back into position for consecutive scoring. A player, for example, may drive one object ball up and down the table to meet the other object ball and the cue ball in a position which assures the player another comparatively simple shot.

Head of Table. The short rail marked by the manufacturer's name plate. As opposed to foot of table, unmarked by manufacturer's name plate.

Head Spot. A spot on the table near the head at the point where lines drawn from the center diamonds on the short rails and the second diamonds (near head of table) on the side rails intersect.

Head String. A line which, drawn from the second diamonds on the side rails (near the head of the table), runs through the head spot. The area between the head string and the head of the table is referred to as "within the head string," or as a "balk." A ball is declared in balk or behind head string if more than 50% of the ball is behind a string

laid from rail to rail at the second diamond. A ball shall be declared to be outside the head string and playable if more than 50% of the ball is ahead of the string toward the foot of the table.

Hold. Usually reverse English. The application of English to a cue ball which tends to hold the cue ball back from the course the ball normally would take, having been driven in a certain direction.

Hug the Rail. Used to define the action of a cue ball which, because of "hold English," tends to stay close to a rail. Application of English may cause ball to roll along rail or cause it to bounce against the same rail one or more times as it travels along that rail.

Inning. A turn at the table. The duration of a player's stay at the table from the time he legally makes the first shot of a turn until he ends his turn, either by missing, fouling, scoring the maximum number of balls allowed, or terminating the game. (For variations, see baseball pocket billiards, golf pocket billiards, cribbage pocket billiards, etc.)

Jaw. The corner of a carom table or the opening of the pocket on a pocket table. (See "Crotch.")

Jaw Shot. A shot made at

object balls "jawed" in the "crotch."

Kiss. A kiss is a carom. The cue ball may kiss from one object ball to another. An object ball, already struck by the cue ball, may kiss the second object ball either into or from the path of the cue ball. In pocket games, the cue ball may kiss from one object ball into another to score the latter ball. (See kiss shot rules in general carom billiards, pocket games and American snooker.)

High Run. The highest consecutive series of scores in one inning of a game or of a tournament.

Lagging. A procedure resorted to by players to determine rotation of play. (See "Lagging for Lead" general carom rules.) Also means shooting cue ball off cushion.

Line-Up. A pocket billiard game. Also, method of spotting balls in game of line-up. (See line-up pocket billiards.)

Live Ball. A ball which is in play under the rules.

Also, the cue ball, when the action of which is "alive," as opposed to a "dead ball."

Long. Usually refers to the roll of the cue ball as it approaches the second object ball in carom games. A ball rolls long if it comes off a cushion at a

wide angle.

Long String. An imaginary line drawn from the foot spot to the center of the foot rail, on which balls are spotted in pocket billiard games, when the foot spot is occupied or when more than one object ball must be spotted. (See rotation pocket billiards.) Long string line is also extended beyond the foot spot for the placement of spotted balls, if the line between the foot spot and the foot of the table is totally occupied.

Losing Hazard. In snooker, a losing hazard occurs when the cue ball is pocketed after contact with another ball.

Masse. Extreme application of English on a cue ball, applied by elevating the cue. Half masse is applied by elevating cue to about a 45-degree angle. Full masse is applied by elevating the cue to an angle up to 90 degrees. Masse is used to drive the cue ball around or through one object ball to strike another, or to apply extreme follow or draw when position of balls prevents the ordinary application of English.

Masse Shot. A shot in which the player uses masse.

Miscue. Faulty stroke; faulty contact of the tip of the cue against the cue ball. A stroke

in which the cue tip slips from the cue ball, not applying action as planned, due to a defective tip, improper chalking of cue tip and, in many instances, to excessive English.

Miss. Failure on the part of a player to accomplish his intention on a stroke. A miss may or may not be a foul, depending upon rules of game being played.

Natural. A simple shot; one which can be made directly (in pockets) or as the result of a simple angle in carom billiards; a shot with a natural angle, as opposed to a shot that is "not on."

Nominated Ball. In pocket billiards a nominated ball is one which a player nominates or calls as the ball he intends to drop in a designated pocket.

In snooker; a player "nominates" the ball he "is on" before making a stroke, unless his shot is obvious, or unless his opponent requests a nomination, or he may nominate the "ball on" for his own protection, in the event of a subsequent protest by the opposing player.

Nurse. A technique which allows the player to keep the balls in position for consecutive scoring. (See "Chuck Nurse" and "Rail Nurse.")

Push Shot. One in which the cue tip remains in contact with cue ball after cue ball strikes object ball, or when cue tip again contacts cue ball after cue ball strikes object ball.

Pyramid. The placement of the object balls in pocket games when the balls are racked in a triangle on the foot spot to start the game.

Rack. The wooden triangle used to pyramid balls on the foot spot for the opening shot in pocket billiard games.

Also, the grouping of the balls on the foot spot in pyramid formation after the wooden triangle has been removed. For example, the player, on the opening shot, drives the cue ball into the rack (into the racked balls).

Rail. The flat surfaces of the table, above the table bed, from which the cushions slope. There are two end rails and two side rails. The rail marked with the manufacturer's name plate is the head rail. The unmarked short rail is the foot rail. The rail to the right, standing at the head and facing the foot, is the right rail. The long rail is the left rail.

Rail Nurse. A technique which allows a player to "nurse" the balls along the rail to keep them in position for consecutive scoring.

Red Ball. The name of a carom game which requires that the red ball be the first object ball on all shots during game.

Also, object ball used in carom games, snooker, etc.

Reverse. English applied to put "hold" on the ball. (See "Hold.")

Rotation. The name of a pocket game in which player must drive cue ball against object balls in numerical order. (See "Rotation".)

Also, the sequence of play when two or more players are involved, as "rotation of play."

Run. A series of consecutive scores or counts in one inning.

Safety. A defense measure a player can resort to when confronted with a difficult shot. He sacrifices an opportunity to score, as well as his turn at the table, in an attempt to leave a difficult shot for his opponent. (See rules covering safety play in carom and pocket games.)

Scratch. Generally an unanticipated development as the result of a player's stroke, which may or may not be a foul, depending upon the situation and rules of the game. A player may "scratch" the cue ball into a pocket; he may "scratch" a point as the

result of a kiss, which point otherwise he would not have made, etc.

Set-Up. An easy shot.

Short. Usually applies to the roll of the cue ball as it approaches the second object ball in carom games. A ball rolls short if it comes off the last cushion at a sharp angle.

Snooker. A game of that name (*See American Snooker*).

Also, a placement of the balls on the table which denies the player a direct shot with the cue ball to the ball which is on.

Snookered. To be the victim of a snooker, to be unable to shoot the cue ball in a direct line at the object ball which is on.

Spot. *See* head, foot, center spots, spot shot, spot ball, spotting balls (billiard rules, snooker rules).

Spot Ball. A ball which is placed on the foot, head or center spot at the start of a game, or after having been illegally pocketed or forced off

the table, or which is spotted as the result of a specific game requirement, as when 15th-ball interferes with racking in 14.1 continuous pocket billiards.

Spot Shot. A shot in which the player shoots at a ball that has been placed on a spot. The opening shot in all carom games is a spot shot.

Spotting. The replacement of balls on the table as required by rules of the game. (*See* specific games, particularly rotation pocket billiards.)

String Line. An imaginary line drawn from the diamonds on the side rails through the head spot (head string line); the center spot (center string line), and the foot spot (foot string line).

Stringing. *See* Lagging.

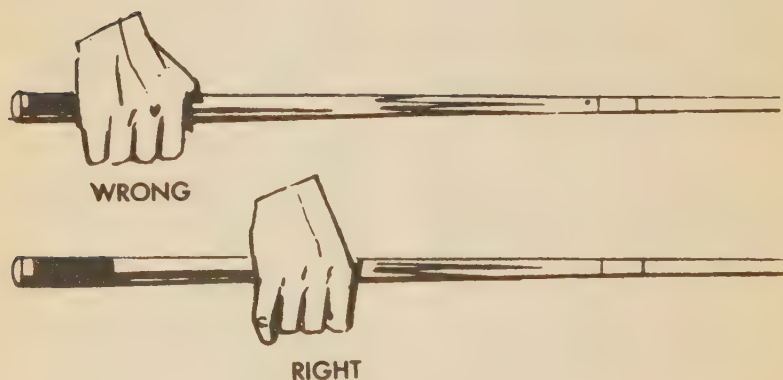
Three Cushions. The name of a game. (*See* carom rules.)

Three Cushion Shot. A shot in which it is required that the player's cue ball strike three or more cushions before making contact with the last of two object balls. (*See* three cushion billiards.)

Billiard ABC's

BILLIARD ABC's —There are many variations of the game of billiards, but the fundamentals of good billiard playing adhere with every format of the sport. This section deals with these fundamentals.

cue grip



Select a cue in keeping with your physical power. Take special care to select the right taper. Start out with a cue that has the "right feel." For some players this will be a slender shaft; for others a thick shaft. For cue weight, never select a cue that "feels" too heavy; this will tend to paralyze the arms and adversely effect the estimate of force needed for the stroke. A too light cue, on the other hand, will call for too much force to allow a steady and deliberate arm.

Once you have selected a cue which feels 100% comfortable, you are ready to consider proper cue grip.

First, determine the balance point of the cue by laying the cue across your fingers and sliding it along your fingers until the butt end balances the weight of the shaft. The balance is now at the fulcrum point.

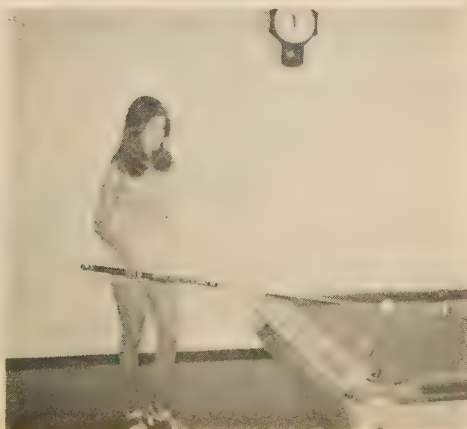
The popular grip is three or four inches behind the balance. Don't grab the butt end of the cue with a strangle hold, but rather grip the cue lightly with your thumb and first three fingers. If the cue is gripped properly, the butt end of the cue will not touch the palm of your hand (see fig. 1.)

This light grip on the cue makes for a spring action and imparts desired action to the cue ball. A tight grip on the butt end will tend to deaden the action of the ball.



Figure 1

cue stance



First Position
Figure 2

Second Position
Figure 3



No two players have the same stance at the billiard table. A good player, however, has a stance that is natural, determined, yet is relaxed and comfortable. This is accomplished through a blend of relaxed body position and basic fundamentals of a good billiard shot. A natural, proper stance at the table can be gained thusly:

Face the shot you are to execute. You can quickly determine your distance from the table by holding the cue at the butt end with your right hand and placing the tip on the cue ball. (See fig. 2.) Once you have established your distance, position your feet slightly apart in a comfortable stance so that your body weight is evenly distributed on both feet. Your left foot should be slightly forward of your right.

Now, bend forward at the hips with your head directly over and on a line with the cue, sighting as a hunter sights his gun. This brings your body parallel to the cue and in a natural position to line up the shot. (See fig. 3.) Keep your left arm straight, and the position of your feet will fall in line. Note how this natural position allows complete freedom of cue movement.

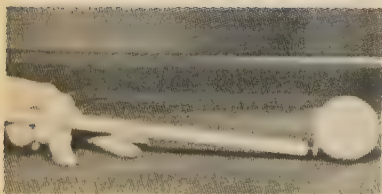
If you must stretch for a shot, do so, but never sacrifice your natural, relaxed stance. Let your body bend to a point where you can reach the shot keeping your left arm straight. . . and your head directly in line with the shot.

bridges

The difference between a good billiard player and just another billiard player can be traced to their bridge. Nothing is of greater importance in billiard play. If the shot you are executing is to be accurate, your bridge must be natural, yet give firm guidance to the cue. Adapt the following formula for your correct bridge.

bridges (continued)

- Place your entire bridge hand flat on the table. The heel of your hand should be down firmly.
- Bend your forefinger so that its tip touches your thumb, thus forming a loop.
- Place the cue tip in the loop formed by forefinger and thumb, resting the cue against the inner groove of these two fingers.
- Extend the cue through the loop formed by the above. Now pull your forefinger firmly against the cue but with the loop loose enough so that you can stroke the cue back and forth without any effort or too much rub.
- As you do the above, keep your middle, ring and small finger spread out and firmly pressed against the table. They form the bridge tripod which must be firm, yet natural.
- You have the correct bridge when the cue passes through easily, accurately and with firm guidance, and support.
- The experts advocate these bridges (distance between loop of forefinger and cue ball): (A) for pocket billiards and snooker, 7-inches, (B) for three cushions, 6½-inches and (C) for straight rail caroms, 5-inches.



BRIDGE FOR DRAW SHOTS

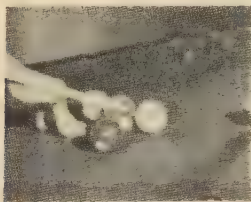
In the accompanying photo note all basic bridge steps are performed for the draw shot. For comparison, note aim of cue for the draw versus aim of cue for the follow shot.

bridges (continued)



BRIDGE FOR FOLLOW SHOTS

The accompanying photo illustrates the basic bridge shot; formula for which has been explained on the preceding page.



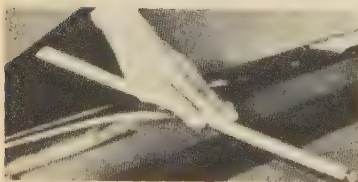
BRIDGE FOR OVER BALL SHOT

Firmness of the tripod fingers formulate the success of this bridge. Note how thumb is employed to guide cue.



MECHANICAL or STICK BRIDGE

The proper use of the stick bridge is your firm grasp of the bridge itself. For the sake of accuracy, shorten the distance from your cue to the ball. Note the accepted method of holding your cue.



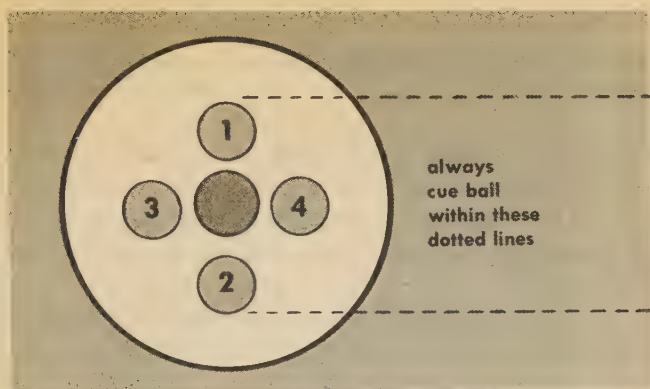
RAIL BRIDGE

In rail shots, keep your cue as level as possible. Press forefinger and middle finger gently against cue to form a guide slot. Your thumb should support this bridge.

cueing the ball

Cueing the ball properly is to give it accurate direction and speed. Its importance is obvious. The most important point to remember in cueing the ball is to avoid extreme English.

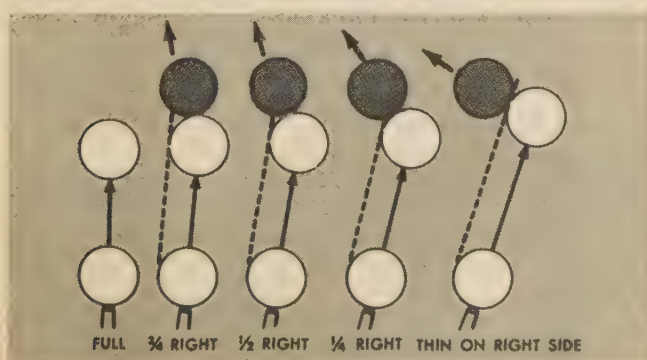
A standard billiard ball is $2\frac{1}{4}$ -inches in diameter. Your target area or basic stroke area is explained on the following page.



1. **FOLLOW SHOT** —Ball cued at this spot will follow the object ball.
2. **DRAW SHOT** —Ball cued at this spot will bring cue ball back to you.
3. **LEFT "ENGLISH"** —Properly hit at this spot, the cue ball goes to the left after striking object ball or cushion.
4. **RIGHT "ENGLISH"** —Cue ball goes to the right after striking ball or cushion.

Miscues and poor shots are often the result of the ball being cued more than a cue tip off center. The best and fastest way to obtain results in cueing your ball is by practice. Use a cue ball and an object ball, then take the time to practice all four basic stroke areas.

hitting the object ball



The first thing the pocket billiard player must learn is that his eyes are on the object ball when he strokes the cue ball. In three-cushion billiards, this rule does not apply since the aim may be at a diamond on the cushion.

To shoot a ball into a pocket, the simplest way to determine your point of aim on the object ball is to draw an imaginary line from the center of the pocket which bisects the object ball. Where this line extends through the object ball is your point of aim.

Your keen eye and judgement come in here. Your skill of hitting the point of aim will determine your status in pocket billiard circles. Note in the preceeding (page 25) illustrations how the object ball will travel when hit full, 3/4 right, etc. You will also note that the cue hits the cue ball dead center each time.

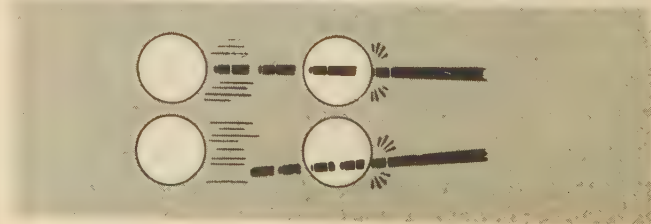
Once again, there is no better experience than practice. Accomplish this phase by placing your cue ball close to the object ball, then gradually increasing the distance between the two balls. Time and practice will increase your accuracy in striking the cue ball correctly and hitting the object ball where you aim, thus driving it to the exact target area desired.

An ideal exercise for beginners is to spread balls around table. Place cue ball anywhere and shoot until you miss three times. Record score and start over. Improvement shows up quickly.

An excellent game for beginners is a "Race to 8". Rack and smash balls. If any balls drop, respot without counting, but breaker continues to shoot until he misses. First to pocket eight wins. Set competitive handicap if players are unequal.

stroke & follow through

Next time you watch a good billiard player, note the smooth rhythm of his arm swinging back and forth in a pendulum arc, his shoulder, elbow and wrist joints in free and easy action while his right arm swings close to his body. This can be especially noted in his warm-up strokes as he addresses the ball. This phase of warm-up is essential to any good billiard play.



As with golf, bowling or baseball, follow-through plays a highly important role in billiards. Not to follow-through is to lose control of your shot.

The warm-up grooves the billiard player not only for his shot but his follow-through as well. A good follow-through will have the cue pass through the area formerly occupied by the object ball. (See illustration on preceeding page.)

A good stroke and follow-through come only with practice. Some people develop a good stroke and follow-through instinctively while others never acquire one. Practice it!

Remember, the stroke is not a rigid poke at the cue ball. Instead, it is a springy action. The basis is the gripping of the cue lightly at the balance and achieving whiplike action with the free and easy motion of your wrist, elbow and shoulder joints.

applying english

English, sometimes called "twist" or "spin", is a term that means to strike the cue ball on one side, giving it a peculiar twisting motion that greatly affects the cue and object ball.



Most good billiard players use as little english as possible. A proven fact is that over 80% of all billiard shots can be made by striking the cue ball dead center.

The above illustration shows a ball being hit on the right side would cause the cue ball to spin to the right when it hit the object ball. What few players understand is that the object ball is also affected by this spin causing it to travel in the exact opposite direction from where it was hit.

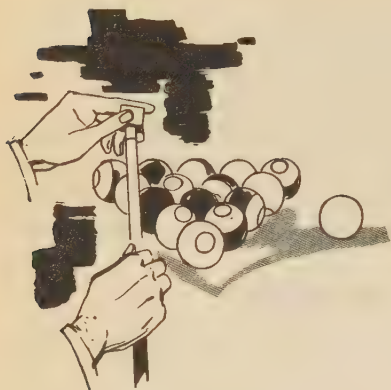
English is most usefully applied in playing position.

speed & force

The speed of your stroke governs the action of the cue ball after its contact with an object ball or cushion. The greater your speed, the shorter the angle of travel your cue ball will have once it leaves the object ball.

Practice striking the cue ball. Note that the slower the speed of your cue ball, the wider the angle of its travel after it leaves the object ball. Naturally, in play, you can judge the angle of your cue ball by governing it with force.

Follow-through also governs the speed and force of the cue ball. The farther you follow through, the harder your stroke will be and the faster speed your cue ball will travel, and vice versa.



in every game

The basic fundamentals of good billiard play have been outlined to you. Stick with them, and practice. You'll make playing progress faster if you follow these few rules listed below.

1. Don't forget to chalk your cue properly. Chalking the cue is to rub the cue tip all around with the chalk gently. Don't pick up your cue and grind it into the piece of chalk.
2. Concentrate on every shot. Don't become absent minded, use extreme-english or indifferent.
3. Make your shots the shortest way possible.
4. Decide on how a shot should be made and stick with it. Don't start thinking about an alternate way to make the shot while you're addressing the cue ball.
5. Admit your faults to yourself and correct them. . .one at a time.
6. Forget everything but the shot before and during your stroking of the cue ball.
7. Practice the shots of which you are uncertain. Take time to study, analyze and replay any misplayed shot or puzzling shot.
8. **ALWAYS REMEMBER—PRACTICE MAKES PERFECT.**

Carom Billiards

GENERAL RULES

All carom billiard games are played on a rectangular table twice as long as it is wide. The table can be 5 x 10 feet, 4½ x 9 feet or 4 x 8 feet.

There are no pockets on a carom table.

The carom table has a head, foot, a head spot, a foot spot, a center spot, and head, center and foot strings. These strings are imaginary lines running through the spots to the diamonds on the side rails. (See Diagram No. 1.)

Start of Game: All carom games start from the head of the table. (Identified by manufacturer's name plate.)

Equipment: Carom games are played with two white balls and a red ball. One white ball, to differentiate it from the other, is marked with a small colored spot on two sides. (*Exception: see Four Ball Caroms, page 38.*)

Stringing or Lagging for Break: All carom games are begun by lagging to determine rotation of play. If more than two players are involved, rotation of play may be determined by the players drawing lots.

When the game is played by two players or two sides (partners), each player or side has its own cue ball. When three or more players are involved, incoming player shoots still cue ball, unless, for example, one player is "standing" the other two. In this case, the one player (a side) uses one cue ball, while the other two players (the other side) use the other cue ball.

To lag for break, two players select a cue ball, which is placed on the table within the head string. The red ball, meanwhile, has been spotted on the foot spot. The players, one lagging to the left of the red ball and the other to the right of the red ball, stroke the white balls to the foot cushion and return. The side rails may be touched by the ball in lagging, though it is not required. Player whose ball comes to rest nearest to the head rail wins the lag. The winner has the right to shoot the first shot or assign the break shot to his opponent.

Cue Ball Choice: Winner of the lag has the choice of cue balls, which he uses for duration of game.

Requirements of Lag: If, while lagging, one player's ball is clearly out of line and interferes with the opponent's ball, the offending player loses the lag.

If a player's ball interferes with the spotted red ball during the lag, player loses the lag.

If both players are in error, the lag is repeated.

In case of tie, the lag is repeated.

Break Shot: In carom billiards, the red ball, spotted on the foot spot, must be the first object ball. The white cue ball, not selected by the starting player, is placed on the head spot. Starting player places his cue ball on the head string, within six inches to the right or left (from center to center) of the white object ball. (*See Diagram No. 2.*) (*Exception: See 4-ball Caroms.*) Starting player must contact red object ball first. Failure to contact red ball first is an error and ends the player's inning. On subsequent shots, either red or white ball can be the first object ball.

Second Player: Incoming player accepts balls in position. Accepting balls in position, second player can make either red or white object ball his first object.

Balls in Motion: No shot can be started while balls are in motion or spinning. If player disregards this rule, he has fouled. Penalty: loss of one point.

Fouls and Safeties: All fouls are safeties and end the player's inning. When he returns to the table he is shooting from safety, with rules governing safeties applying.

Limit on Safeties: Unless otherwise specified by local tournament rules, players are limited to one safety in consecutive innings at the table.

Definition of Safety: In attempting a safety, player must drive an object ball to a cushion or cause the cue ball to contact a cushion after striking an object ball. Failure is a foul. Penalty: loss of one point. If player makes a legal safety, no penalty applies. He merely loses his inning at the table.

Playing from Safety: After a legal safety, player must make an

The Break Shot

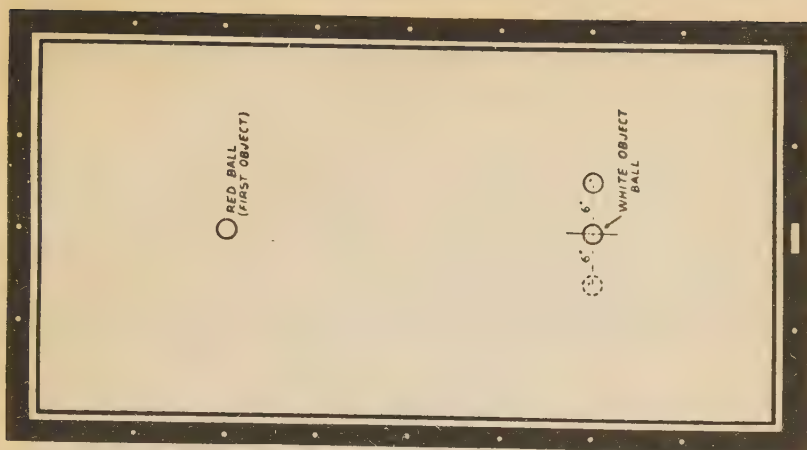


Diagram No. 2

The Carom Table

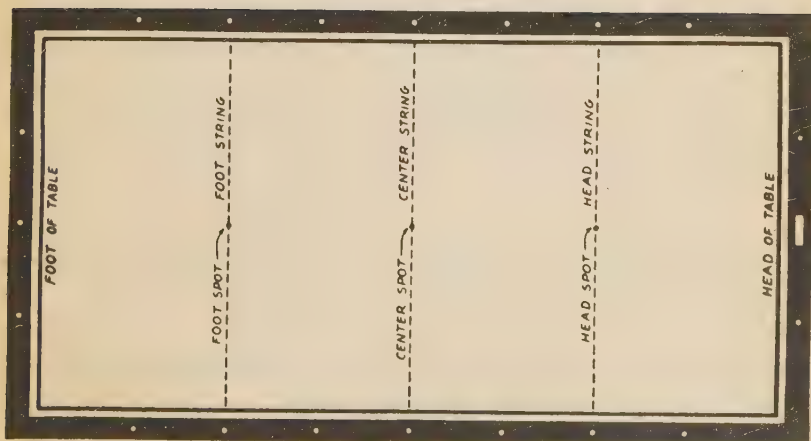


Diagram No. 1

obvious attempt to score in his next turn at the table. If he again resorts to safety play, whether the safety is legal or not, the player has fouled. Penalty: loss of one point. (*Exceptions: See Pocket Billiard Rules.*) If a player has fouled in safety play in the second turn at the table, rules for safety apply on his next inning, with an additional one point penalty for each infraction.

Jumped Balls: When a player's cue ball jumps off the table, it is a foul. Penalty: loss of one point. The retrieved ball is placed on the head spot. If occupied, it is placed on foot spot. If both are occupied, it is placed on center spot.

If red object ball jumps the table, it is replaced on foot spot.

If white object ball jumps the table, it is replaced on head spot.

If a score is made after first object ball jumps the table, point counts. Player continues shooting.

If score is made before second object ball jumps the table, point counts. Player continues shooting.

If both object balls jump the table, they must be replaced as of break shot. If player scores before both balls left the table, point counts. Player continues shooting.

Should all the balls jump the table in carom billiards, it is a foul and ends the inning. Penalty: loss of one point. Incoming player shoots break shot.

Kiss Shots: All kiss shots are fair, whether they deprive a player of an imminent score, or whether they assist in a score.

Push or Shove Shots: If, in the opinion of the referee, the player has pushed or shoved the cue ball with his cue, it is a foul. Penalty: loss of one point. For all practical purposes, a push shot is one in which the cue tip remains in contact with cue ball after cue ball strikes object ball or when cue tip again contacts cue ball after cue ball strikes object ball.

Cueing Ball: When cueing the cue ball, player fouls if he touches cue ball during the "warmup" stroking. Penalty: loss of one point.

Miscue: Miscues are not fouls. (Referee will determine if any other infraction of the rules was involved.)

Cue and Object Ball: Whenever player touches object ball with cue tip (or any other part of the cue), he has fouled. Penalty: loss of one point, deducted from score of player who fouled.

Double Stroke: If cue tip stays in contact or again comes in contact with the cue ball after latter has touched an object ball, player has fouled. Penalty: loss of one point.

Shooting Out of Turn: If player shoots out of turn and fails to count, it is a foul. Penalty: loss of one point. Incoming player must accept balls in position.

If a player shoots out of turn and counts, opponent must detect error before the second shot. If error is detected in time, it is a foul. Penalty: loss of one point. Incoming player accepts balls as above. If player shoots out of turn, counts and error is not detected, player continues if having scored. Points count. After he misses, incoming player accepts balls in position. Offending player cannot shoot again until all opponents have played. New rotation of play then prevails.

Shooting Wrong Cue Ball: If player shoots wrong cue ball, it is a foul. Penalty: loss of one point. Incoming player must accept balls in position. The foul must be called by opposing player and not the referee. When the shooter has not been detected using wrong cue ball he may continue to play until error is called by his opponent or until he misses. All points scored to that time are credited to the shooter.

Outside Interference: If playing conditions are disturbed or altered by agencies other than player preparing to shoot, original conditions must be restored. If shot is in progress, player has choice of conditions being restored or demanding the balls be respotted as of break shot. He continues play.

Player Interference: If a player at table is responsible for interference in any manner, it is a foul. Penalty: loss of one point. Points made before foul count, less penalty. Incoming player must accept balls in position.

Frozen Balls: If the cue ball is frozen to an object ball, player can have balls spotted in their original positions. This applies only to the balls that are in contact. Should he choose not to have them respotted, he must shoot away from the frozen object ball. Failure to do so is a foul. Penalty: loss of one point. When resting or frozen against a cushion, cue ball may be played against that cushion first, but that cushion does not, count on first impact if game requires cushion play. If the cue ball contacts the same cushion a second time, cushion counts, as do all succeeding impacts on that same cushion.

Bounce on Rail: When cue ball bounces and rides the rail and returns to table, ball is in play. It shall count as one cushion. If it rides two or more rails, each rail counts as a cushion. If ball remains on rail it is considered a jumped ball. Rules for jumped balls apply.

Foot on Floor: All shots must be executed with one foot touching the floor. Failure to do so is a foul. Penalty: loss of one point.

Scorekeeper: The scorekeeper keeps records of points scored, safeties and fouls on an inning basis.

Official Game: The game is official when one player scores the required number of points, even though the opponent (or opponents) had one less turn at the table.

The game becomes official for the records after the score sheet is signed by contesting players, the referee and the scorekeeper. After losing player signs the score sheet, he cannot protest. When losing player refuses to sign scoresheet, tournament director can make ruling on protest and sign sheet declaring the winner.

Postponements: If for reasons beyond his control, player cannot start a game, the game may be postponed.

If a player is unable to finish a game, he forfeits the game, unless his opponent waives the forfeiture and agrees to finish the game at a time convenient to the tournament management. Other players in the tournament have a right to vote on the waiving of forfeiture (the majority ruling), providing a tournament player protests the waiver before the unfinished game is resumed.

Referee must record position of balls at cessation of play for resumption of the game if forfeiture is waived.

If a player is unable to return to the tournament, all his games are nullified, as in disqualification.

Substitutions: If for reasons beyond his control, a player cannot start a game, he must notify the tournament manager in time to allow the manager to arrange for a substitute player, or to substitute another pair of players.

All tournament contestants are subject to immediate call if a substitution is necessary.

Disqualification: If a player is disqualified in a game, he loses

that game. His opponent is credited with a game won and is given the number of points he would have scored had he won the game. The disqualified player gets no points. For example, the score might read: opponent 50; disqualified player, 0.

If a player is disqualified from a tournament, all his games are nullified—that is, games played and games remaining on the schedule. Tournament continues as though one less player started when tournament opened.

If the referee considers a player to be taking an abnormal amount of time between strokes or in determining the choice of stroke with the intention of upsetting his opponent, the referee shall warn the player that he runs the risk of disqualification if he pursues these tactics. Continued disregard of the warning shall be proper grounds to disqualify the player and award the contest to his opponent.

Right to Disqualify: The right to disqualify a player in a game or from the tournament rests with the referee and/or the tournament management. Either has the power of disqualification, if there is evidence that the player was guilty of unsportsmanlike conduct during a game or of conduct during the tournament which is detrimental to the best interests of the sport. The disqualified player forfeits all right to prize money, other compensation and expenses.

Carom Billiard Games

GENERAL RULES FOR CAROM BILLIARDS APPLY,
UNLESS CONFLICTING WITH SPECIFIC GAME RULES

STRAIGHT RAIL

In straight rail billiards, the player to score a carom must drive his cue ball against the two object balls. He may contact both object balls at the same time or alternately. Cushion contact is not required, although a count is legal if one or more cushions are contacted.

When object balls are crotched, three counts are allowed. Player must then drive an object ball out of the crotch. Failure to do so is a miss and ends the inning.

BANK BILLIARDS

Cue ball must contact one or more cushions before contacting

first object ball. Failure is a miss and ends the inning.

RED BALL

The red ball is always the first object ball. Failure to comply with this rule is a foul and ends the inning. Penalty: loss of one point.

FOUR-BALL CAROMS

This game requires the use of a light red object ball, in addition to the dark red and two white object balls used in other carom billiard games.

Scoring: A carom on two object balls counts one point. A carom on three object balls counts two points.

Start of Play: To start this game the light red ball is placed on the foot spot. The dark red ball is placed on head spot. Players, then, lag for opening turn at the table. (*See "Requirements of Lag" in general rules for Carom Billiards.*)

Winner of the lag has the option of making first shot or designating the loser of the lag as the opening player.

Cue balls remain in position where they came to rest on the lag.

Opening player accepts balls in position (as from lag). His cue ball is the one he used in the lag.

The light red object ball (on the foot spot) is the first object ball on the opening shot.

Failure to contact the light red ball first is an error and ends the player's inning.

After opening shot, player may make any of the three object balls his first object.

Second Player: Incoming player (second player) accepts balls in position.

Spotting Balls: If a red ball jumps the table, it is spotted as of break. If a white ball jumps the table, it is spotted on head spot. If ball's legal spot is occupied, ball is held out until spot becomes vacant.

General rules covering jumped balls apply.

Frozen Cue Ball: General carom rules apply.

Ball in Hand: When cue ball is in hand, player may shoot at any object ball on table.

Safeties: General rules apply.

14.2 BALKLINE

Table Markings: Balklines are drawn on the table fourteen inches from each of the rails parallel with the rails. (*See* Diagram No. 3.)

Balk Spaces: General rules of billiards apply, with these exceptions: The eight spaces defined by the lines at the ends and sides of the table are balk spaces. The center space is not a balk and there is no restriction on the number of points that can be made successively in this area.

Balls in Balk: The object balls are in balk whenever both balls have stopped in the same balk area. A ball centered on a balkline is in balk. If when attempting to drive balls out of balk, player drives them to the balkline and balls stop centered on the balkline, they are still in balk. If player drives both balls out of balk and they come to rest centered on same balkline (after having been driven to a cushion), player at table can determine in which balk area balls are in, and then play accordingly.

Scoring: After one count is made in the balk area, the player counting the second time must drive one object ball out of the area. If he fails, the second point is not allowed. Should the ball driven out return to the same balk area, which still incloses the other object ball, the player can continue but the balls again are in balk. In other words, the player can count two when the balls are in balk, but on his try for a second point, he must drive one of the object balls out of balk. Failure to do so is an error and ends the inning.

Balls in Anchor: The object balls are in “anchor” when the centers of both balls are within a space seven inches square where the balklines join the cushions. (*See* Diagram No. 3).

Anchor Scoring: The player may have two consecutive shots with the balls in anchor, but if he fails to drive an object ball

out of anchor on his second shot, the second count is void and the incoming player accepts the balls in position. If a ball is driven out and returns to the anchor, the player continues with the same restrictions.

14.1 BALKLINE

Rules of 14.2 balkline apply, with the exception that a player can score only one point with the balls in balk. He must drive one or both balls out of balk as he counts the one point.

18.1 AND 18.2 BALKLINE

Rules for 14.1 and 14.2 apply, respectively, to 18.1 and 18.2, except that the balklines are eighteen inches from the cushions. (See Diagram No. 4.)

28.2 BALKLINE

Rules of 14.2 and 18.2 apply, except that the balklines are drawn 28 inches from the cushions.

CUSHION CAROMS

Cue ball must contact one or more cushions before contacting object balls, or contact an object ball and then one or more cushions before contacting second object ball. Failure to comply ends the player's inning.

3-CUSHION BILLIARDS

General Rules for billiards apply.

Start of Game: Players lag for opening shot. Winner of lag has

18.1 and 18.2 Balkline Table Markings

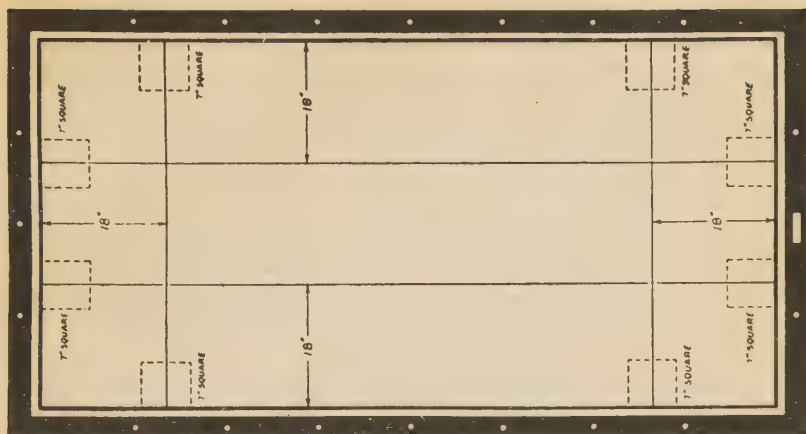


Diagram No. 4

14.2 Balkline Table Markings

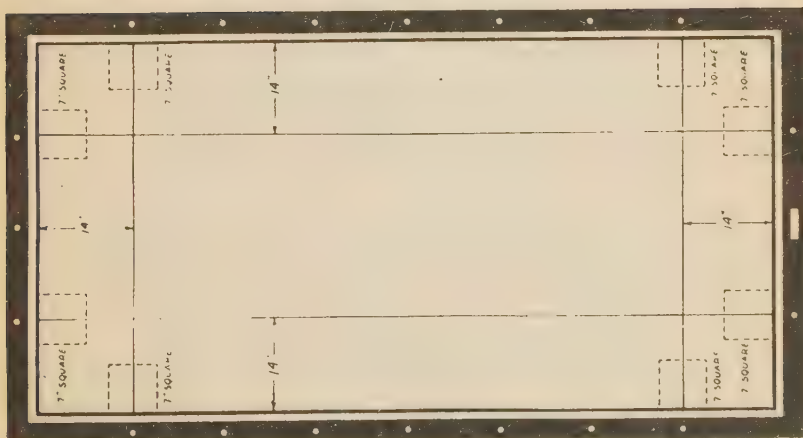


Diagram No. 3

choice of cue balls. Once the selection of cue balls has been made, the players must continue to use the same cue ball for the duration of the game.

A Count: A count is valid in 3-cushion billiards, when:

A. The cue ball strikes an object ball and then strikes three or more cushions before striking the second object ball.

B. The cue ball strikes three or more cushions before contacting the two object balls.

C. The cue ball strikes a cushion, then the first object ball, then two or more cushions and then the second object ball.

D. The cue ball strikes two or more cushions, then the first object ball, then one or more cushions and finally the second object ball.

The number of cushions required does not mean three different ones; a count may be executed on one cushion. Each 3-cushion carom counts one.

Cue Ball Frozen: When the cue ball is frozen to an object ball, the player must shoot away from the object ball or he may, if he elects, have the balls that are frozen respotted in the following manner: The player's cue ball to be respotted on the head spot. If the ball in contact with cue ball is the opponent's cue ball, it is placed on the center spot. If the ball in contact is the red ball, it is placed on the foot spot. Remember, only those balls in contact are respotted. The same placement applies when a ball or balls jump from the table.

Ball Frozen to Cushion: When a cue ball is frozen to a cushion, player may shoot into (play against) that cushion, but the first contact with the cushion shall not count. Subsequent contacts with the same cushion on the same shot are valid.

Bounce on Rail: If in playing a shot, the cue ball leaves the playing surface and rides the rail or cushion, regardless of the number of impacts on the cushion, only one impact will be allowed.

Safety Play: Playing for a deliberate safety, the cue ball must strike an object ball and then a cushion, or force the object ball against a cushion. Failure to do so will cause one point to be deducted from player's score.

Any and all fouls constitute a safety and one point off the score.

When the cue ball jumps, or leaves the table it is a foul. It is

In playing a deliberate safety when an object ball is frozen to a cushion, the cushion on which the object ball is frozen is valid for the cue ball only. The cue ball may be driven from object ball to the cushion upon which the object ball rests and score a valid safety. If the cue ball does not strike a cushion, the object ball must be driven to a cushion other than the one to which it is frozen to make the safety valid. A second impact of the object ball on the cushion to which it is frozen is not valid.

There shall be no penalties for misses, providing the strokes are made with apparent honest intent. The referee shall be the sole judge as to the honesty of an effort to count.

Shooting With the Wrong Ball: Shooting with the wrong ball is a foul. Such a foul can be called at any time during a run, but the striker shall be entitled to all points made previous to the stroke in which he is detected. The striker shall be penalized a safety and one point off for a foul. The incoming striker shall play the balls as he finds them. In the application of this rule the non-striker is not protected by the referee. The non-striker must call to the attention of the referee the fact that his opponent has played the wrong ball.

41

Billiard players argue as to the value of systems, some claiming they are not essential to good billiard play. On the other hand, champion players, who know the angles as well as anyone, use the diamond system to check their "instinct." Many players attain Class A skill without knowledge of the diamond system, but the indisputable fact remains that it takes all guesswork out of 3-cushion billiards.

The diamond system is based on a knowledge of connecting diamonds. The player must memorize the connecting diamonds. See Diagram. Note that the cushions are designated first, second, third and fourth cushions. On the third cushion, the diamonds are marked 1,2,3,4,5,6,7 and 8 (the latter being the corner). The same diamond markings are on the first cushion.

Now, a cue ball hit with slight running English that strikes the third rail at diamond No. 1 will travel back to diamond No. 7 on the first cushion. If it strikes diamond No. 2 on the third rail it will travel back to diamond No. 8 on the first rail (or corner). Diamond No. 3 on the third rail connects with diamond No. 3 (object ball number) on the lower rail. The various diamonds connect as illustrated in the diagram. A player must memorize these connections to use the diamond system, since he must know the path the ball will travel after it comes off the third rail.

Playing the diamond system the player studies his shot backwards—that is, he must find out where he will come off the third cushion to score. Say, for example, that both object balls lie in the corner at the first cushion and lower rail. That would be the lower right hand corner on the diagram. (See illustration Page 45.)

The player, having memorized the connecting diamonds, knows that he must come off diamond No. 2 on the third rail to bank the shot in that corner.

Now, note that there are object ball markings on the third cushion. They start from No. 1 at the first diamond and go down to 8 which is the corner. If the player has to come off the second diamond, his object ball number is 2.

Now, note there are cue ball numbers on the third cushion. They start with 1½ on the first diamond and go down to 5, which is the corner. The cue ball numbers also continue on the lower rail, as 6, 7, and 8. (See diagram.)

The player is still playing the bank shot with the two object balls in the lower right hand corner. He knows up to this time that he must come off diamond No. 2 on the third rail to count.

Now, he must figure out where he will hit on the first cushion to bring his cue ball back to diamond No. 2 on the

third cushion. In the diagram the cue ball lies at cue ball No. 5, which is the corner. Thus, knowing the object ball number (2) and the cue ball number (5), he subtracts the object ball number (2) from the cue ball number (5) and gets 3, which is the diamond he must hit on the first rail. If he wants to get to diamond No. 1 on the third rail, with the cue ball still at 5, he subtracts 1 from 5 and gets 4, the diamond he must hit on the first rail. If he wants to get to 3 on the third rail, he subtracts 3 from 5 and gets 2.

If he wants to get 2 on the third rail and finds the cue ball is at 6 on the lower rail, he subtracts 2 from 6 and gets 4 which is where he will hit on the first rail. If the cue ball lies at $3\frac{1}{2}$ as a cue ball number and he wants to get to 2 on the third rail, he subtracts 2 from $3\frac{1}{2}$ and gets $1\frac{1}{2}$, which he must hit on the first rail.

Now, note that when a ball lies at cue ball position No. 5 (see diagram) and the player is playing to come off the cushion at 2 on the third rail, player must hit 3 on the first cushion. The diagram shows a line running from cue ball position 5 to the 3 diamond on the first cushion.

That line is cue ball position 5, no matter where the cue ball rests on that line. If the ball is in the corner it is 5. If the cue ball is on the line and four inches from the first cushion, it is still cue ball number 5.

Our discussion to this point covered only bank shots. Now, we want to make a 3-cushion carom shot, driving the cue ball from the first object ball into three cushions and thence to the second object ball. In shots of this type, the first object ball gives the player his cue ball number. Suppose the first object ball lies on the line of cue ball position 5 we discussed immediately above. If the player drove the object ball on cue ball line 5 into the first cushion at diamond No. 3, he would hit the third cushion at 2 and travel to the lower right hand corner; assuming the second object ball is in that corner.

However, the player cannot drive the object ball with his cue. So—knowing the first object ball rests on cue ball line 5, he must drive the cue ball from the first object ball into the first cushion at diamond No. 3 to come off the third rail at diamond No. 2 and make the shot on the second object ball in the lower right hand corner. Here, the ability to make caroms reveals its importance.

The most important thing in 3-cushion billiards is being able to drive the cue ball from the first object ball into the first cushion at the point desired. In other words, unless the player can make the simple carom of driving the cue ball from the first

object ball into the desired point of the first cushion, his chances of making the count are minimized.

If the first object ball lies on cue ball track (or line) $4\frac{1}{2}$ and the player wants to come off diamond No. 2 on the third cushion, he subtracts 2 from $4\frac{1}{2}$ and then proceeds to drive his cue ball off the first object ball into $2\frac{1}{2}$ on the first cushion (which is 2 from $4\frac{1}{2}$).

Many players refuse to learn the diamond system, because written explanations of it are somewhat complicated and require studious attention. However, if the player will follow the instructions above and test them out on a table, he will find the system is comparatively simple. Oral explanations from a player who knows the system make for easier understanding, of course.

The diamond system is not infallible, but on bank shots particularly it serves a player better than his instinct. If you watch a player in world's tournaments as he studies a bank shot, he will determine first from what point he must come off the third rail to score.

Say he has to come off diamond $2\frac{1}{2}$ on the third rail. He then determines his cue ball number. Say it is $4\frac{1}{2}$. By subtracting $2\frac{1}{2}$ from $4\frac{1}{2}$ he knows he must hit diamond No. 2 on the first rail to get back to diamond No. $2\frac{1}{2}$ on the third rail. The system tells him exactly where to hit. His instinct may have given him the general location of the desired point on the first cushion, but if he hit $1\frac{3}{4}$ or $2\frac{1}{4}$ on the first rail, chances are he would miss the shot.

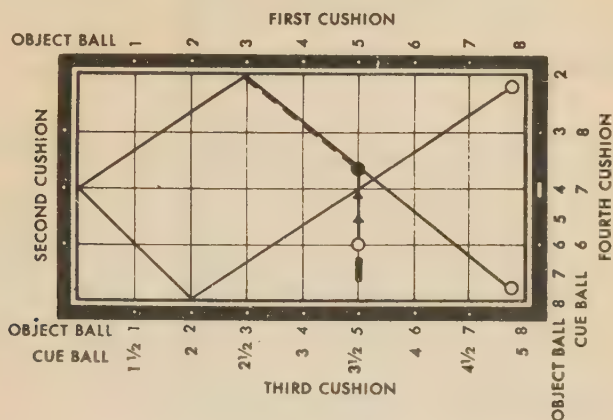
When using the diamond system, strike the cue ball in the center with slight running English, following through on your stroke. If you stab the cue ball with a jerky stroke you will shorten the angle. If you slam the cue ball too hard you are likely to shorten the angle. Use a stroke of medium force and follow through.

If the balls do not lie exactly on the object ball and cue ball tracks, you may parallel or you may figure the diamonds in fractions. For example, if the object ball number is $1\frac{1}{4}$ and the cue ball number is $3\frac{1}{2}$, your subtraction gives you point $2\frac{1}{4}$ on the first rail. The diamond system does not apply to all shots on the table. It is confined almost entirely to natural angle shots.

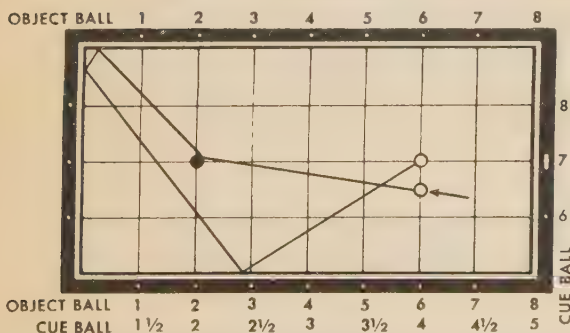
You may find that in using the diamond system on a certain table that your cue ball "comes short." If this happens, you allow for it in your calculations, moving up higher on the first rail. Thus, instead of hitting 2 (assuming your calculations tell you to hit 2) you move up to $1\frac{3}{4}$ or maybe $1\frac{1}{2}$. Make sure first, however, that you are stroking your cue ball with running

English and are following through before you decide the table runs "short."

When using the diamond system, aim at the diamond through the cushion—that is, at an angle through the cushion to the diamond, which is set back on the rail. Do not aim at a point at the edge of the cushion which is directly opposite the diamond.

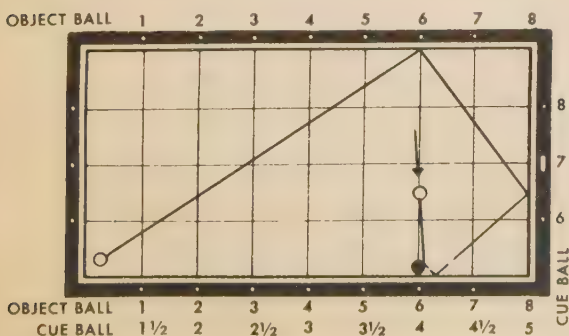


THREE-CUSHION PRACTICE SHOTS



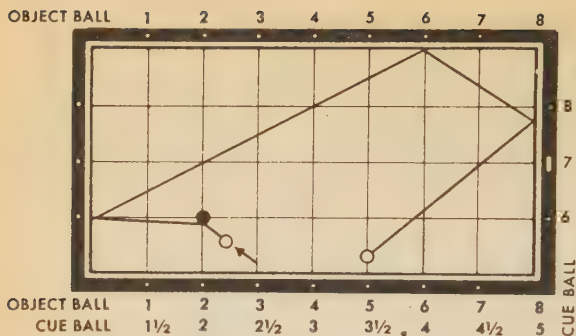
No. 1. Three Cushion Shot.

Hold cue level.
Hit object ball $\frac{1}{3}$ right.
Strike cue ball center,
slight english left.
Use 7 inch bridge.
Employ moderate stroke.



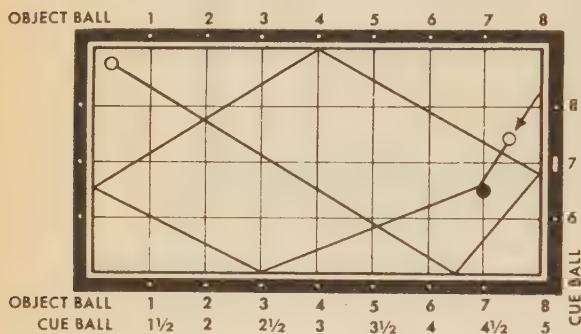
No. 2. Three or Four Cushion Shot.

Hold cue level.
Hit object ball $\frac{1}{4}$ left.
Strike cue ball center,
english left.
Use 6 inch bridge.
Employ moderate stroke.



No. 3. Three or Four Cushion Shot.

Hold cue level.
Hit object ball $\frac{1}{4}$ left.
Strike cue ball center,
english right.
Use 7 inch bridge.
Employ moderate stroke.



No. 4. Five or Six Cushion Shot.

Hold cue level.
Hit object ball thin.
Strike cue ball center,
english right.
Use 8 inch bridge.
Employ hard stroke.

Pocket Billiards

GENERAL RULES

The general rules of billiards apply in pocket billiard games. Since, however, there may be questions as to interpretations of the rules, they are discussed specifically in the following games.

All pocket billiard games are played on a rectangular table twice as long as it is wide. The table may be 3½-by-7 feet, 4-by-8 feet, 4½-by-9 feet, or 5-by-10 feet. (*See Diagram No. 5.*)

This game is played with fifteen object balls, numbered from 1 to 15, and a white cue ball. The cue ball is used to strike the object balls. The object balls are racked on the foot spot. Starting player has cue ball in hand. (*See Diagram No. 6.*) In certain games, however, varying combinations of the object balls are used. The rules for each different game indicate specifically which and how object balls are used.

Purpose of Game: The game can be played by individuals or sides. One individual or side seeks to pocket 8 balls before the opponents. The side pocketing 8 (of the 15) balls first wins.

Start of Play: Start of play can be determined by lagging or lot. With cue ball in hand, starting player must pocket a ball, or drive two object balls to a cushion in addition to the cue ball. In non-title play, incoming player can accept balls in position, if opponent fails to comply with rules for opening shot. In match or tournament play, starting player must pocket a ball or drive two object balls to a cushion. If he fails, opponent can accept balls in position or insist that balls be re-racked and that opening player continue to break until he complies with the rules. Player does not have to "call his shot" on opening stroke and is

credited with all balls legally pocketed. In championship play lagging only is allowed to start play.

Subsequent play: On all strokes following the opening shot, the player must call the ball or balls he intends to pocket, although he is not compelled to call the pocket.

If a ball is called, but not pocketed, other balls scored on the stroke do not count. They must be spotted. The player loses his turn at the table but is not penalized.

If a player calls more than one ball, he must pocket all balls called. If he fails, no ball is counted. If balls were pocketed, they are spotted. Player loses turn, but is not penalized.

Failure to hit a called ball is not an error, provided the cue ball touches another object ball.

If a player calls but one ball, which he pockets, he is entitled to all other balls pocketed on the same stroke.

After the opening stroke, the player must either pocket a called ball, drive an object ball to a cushion or cause the cue ball to contact a cushion after hitting object ball.

Penalties: Penalties are imposed by compelling the offending player to forfeit one ball, in addition to those pocketed on the foul stroke. If a player has no balls to his credit at the time of foul, he owes one to the table, which he must spot when he scores.

If a player fouls twice on the same stroke (such as failing to drive two object balls to the cushion on the break shot and scratching the cue ball in a pocket) only one penalty is imposed.

Player forfeits one point for:

1. Failing to comply with break shot requirements (losing one point more for each successive failure on break).

2. Scratching the cue ball in a pocket.

3. Forcing the cue ball off the table.

4. Shooting while balls are in motion.

5. Failing (after the opening stroke) to pocket a ball, causing an object ball to hit a cushion, or causing cue ball to hit cushion, after hitting object ball.

6. For striking cue ball twice on same stroke.

7. Touching cue ball or object balls with hands, cue, clothing, etc., except as on a legal stroke with cue.

Spotting Balls: Balls are spotted as outlined in general rules for spotting balls. (See "Rotation.")

Interference: If the balls are unlawfully interfered with in any

Basic Pocket Billiards

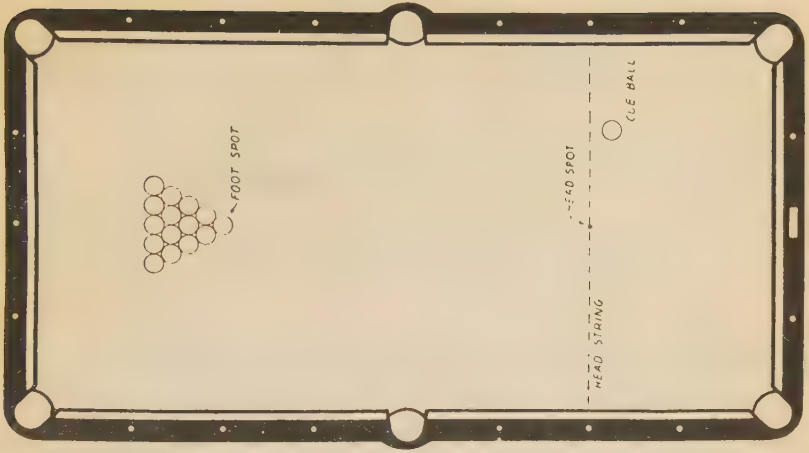


Diagram No. 6

The Pocket Billiard Table

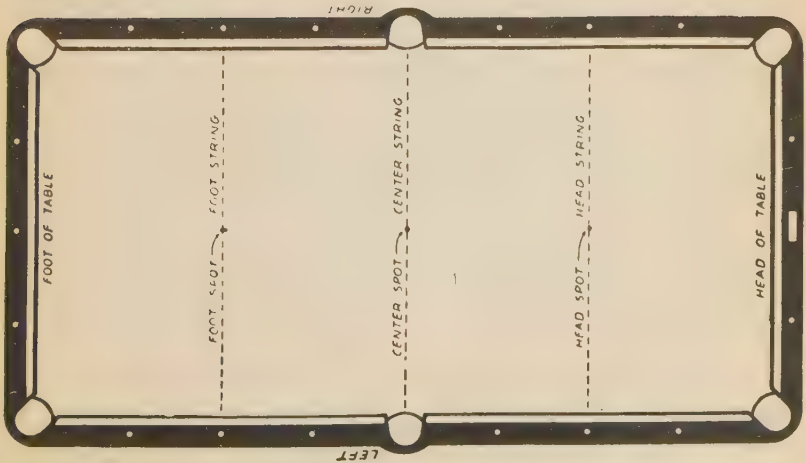


Diagram No. 5

way by the player at the table, incoming player can accept them in position or insist that original position of balls be restored.

If non-player interferes with balls, while his opponent is shooting, the offending player loses the game.

If balls are disturbed by any person or influence other than the players, conditions prior to disturbance are restored. Player at table continues his inning.

POCKET BILLIARD GAMES

General rules for pocket billiards apply unless conflicting with specific game rules.

FIFTEEN BALL POCKET BILLIARDS

The Game: The game is played with a cue ball and fifteen object balls. The object balls are racked in the triangle at the foot spot. The 15-ball is placed at the apex of the triangle at the foot spot. The next-highest numbered balls are placed near the 15-ball, with the low-numbered balls at the back of the rack. Starting player has cue ball in hand. (*See Diagram No. 7.*)

Break: Start of play can be determined by lag or lot. With cue ball in hand, the starting player breaks the triangle, being required to pocket a ball or drive at least two object balls to a cushion. He does not have to call his shot.

Scoring: The purpose of the game is to score sixty-one points first. Players are credited with points corresponding to the numbers on the balls. Thus, if a player pockets the 15-ball, he is credited with fifteen points. After the opening stroke of the game, players must pocket a ball, drive an object ball to a cushion or cause the cue ball to contact a cushion after hitting an object ball. All balls made on one legal stroke are credited to the player pocketing them. Players are not compelled to call their shots.

Penalties: On the break shot, if the starting player fails to pocket a ball or cause two object balls to go to a cushion, he loses three points, and, under option of his opponent, can be required to break the balls again. If he fails on the second break shot to pocket a ball or cause two object balls to contact a cushion, he forfeits three more points. He loses three points for

each successive failure.

A player also forfeits three points if:

A. The cue ball is pocketed.

B. A ball is not pocketed and an object ball is not driven to a cushion, or if the cue ball does not contact a cushion after hitting an object ball which fails to go to a cushion.

C. He forces his cue ball off the table.

D. He shoots out of turn and is detected before he pockets a ball. (If error is not detected and player scores, he continues shooting.)

E. He interferes with the cue ball after a stroke.

F. He strokes when any ball is in motion or spinning.

G. He fails to have one foot on the floor when stroking.

If a player is guilty of one or more fouls on the same stroke (such as failing to drive an object ball to a cushion and causing the cue ball to go into a pocket at the same time) he is penalized only for one foul and loses only three points.

Tie games can be regarded as void and played over, or by arrangement the contestants can spot the 15-ball on the foot spot, lag for the next shot and reopen play with the cue ball in hand. The player scoring the 15-ball wins.

ROTATION

The Game: Rotation pocket billiards is played with a cue ball and fifteen object balls, numbered from 1 to 15. The object balls are racked in a triangle at the foot spot. The 1-ball is at the apex of the triangle on the foot spot. The 2-ball is placed at the left apex of the triangle and the 3-ball is placed at the right apex of the triangle. (See Diagram No. 8.)

Break: Order of play may be determined by lagging or lot. Player making first or break shot has cue ball in hand. Opening player is compelled to make the 1-ball the first object ball. If he fails to contact the 1-ball on the break shot, it is an error and ends his inning. Balls pocketed (if any) on shot are spotted. Incoming player accepts balls in position. The 1-ball is first object.

Scoring: Player or side scoring 61 points first wins game. The 1-ball is the first object ball until it is legally pocketed. The

2-ball then becomes the legal object ball; then the 3-ball; then the 4-ball, etc. Rules of the game require that the cue ball must strike legal object ball before touching another ball. Failure is a miss and ends the inning. Balls pocketed on an illegal contact are spotted.

If a player makes a legal contact on the object ball he is entitled to all balls pocketed on that stroke, whether or not he pocketed legal object ball. For example, if a player contacted the 1-ball, which failed to fall into a pocket, but pocketed the 15-ball or some other ball as the result of a combination or a carom, he is entitled to the ball or balls pocketed and continues play, the 1-ball remaining as the object ball.

The lowest numbered ball on the table is the object ball.

Pocketing Cue Ball: If the cue ball is pocketed it is a scratch and ends the inning. Balls pocketed on stroke are spotted.

Spotting Balls: Balls pocketed illegally are spotted on the long string, running from the foot spot to the center of the foot rail. (See Diagram No. 9.) Balls are spotted in numerical order. For example, if the 1- and 3-balls are illegally pocketed, the 1-ball is placed on the foot spot and the 3-ball is frozen behind it on the string. If the foot spot is occupied, the spotted balls are placed on the long string as close as possible to the spot, also in numerical order. In no case is an object ball or the cue ball resting on the long string moved to make way for a ball to be spotted.

Diagram No. 7

Fifteen Ball Pocket Billiards



Diagram No. 8

Rotation Pocket Billiards



Spotted balls are placed either in front or behind such object balls on the long string.

If the long string (between the foot spot and the foot rail) is totally occupied, the balls to be spotted are placed in front of the foot spot, as close as possible to the spot. (*See Diagram No. 9.*)

If the cue ball rests on the long string, thus interfering with the placement of an object ball, the object ball is placed either in front of or behind the cue ball, as near as possible to the cue ball without it being frozen to the cue ball.

Jumped Balls: If one or more object balls jump the table they are spotted. If player contacted legal object ball first and then caused one or more object balls to jump the table, he continues play and is credited with object balls (if any) pocketed on the stroke. If he failed to count, it is a miss and ends his inning.

If the cue ball jumps the table, it is an error and ends the inning. Balls pocketed on stroke are spotted. Incoming player proceeds with cue ball in hand.

Balls Within Head String: In rotation, if legal object lies between head string and the head of the table, and the striker has the cue ball in hand, the legal object ball is placed on the foot spot.

EIGHT BALL (Championship Game)

The Game: The game is played with a cue ball and fifteen (15) object balls; numbered 1 to 15 inclusive. One player or side must pocket balls of the group numbered 1 thru 7 or from the group numbered 9 thru 15. Player pocketing his numerical group first, and then legally pocketing the 8 ball, wins the game. Start of play may be determined by lagging or lot. In all cases of subsequent games, loser of game becomes breaker in next game. Choice of group of balls is not determined until a ball has been legally pocketed after the break.

Rack: Balls are racked in a triangle at the foot of the table with the 8 ball in the center of the triangle (see diagram No. 10). Before a tournament or match opens the referee must draw a pencil line from the foot spot to the exact center of the foot rail, thus assuring continuous accuracy in spotting balls.

Break and Choice of Group: The breaker must hit the rack of balls and drive 2 or more balls to a cushion or pocket one or

more object balls. Failure to do so requires re-rack and rebreak.

The table is considered an open table for choice and determining group until one or more object balls of one of the groups is legally pocketed after the break, as follows: If the breaker makes one or more object balls on the break, without scratching the cue ball or causing the cue ball to jump the table, the table is still "open" and he may shoot at any object ball to ascertain his object group of balls. If on this shot he (1) pockets a ball or balls from only one of the two groups, then the group from which the ball(s) are pocketed becomes his group of balls; or (2) pockets an unequal number of balls from both groups, the group from which the most balls are pocketed becomes his group of balls; or (3) pockets the same number of balls from each group the table is still "open" to him and he can shoot at any object ball until such time as he misses or has legally pocketed more balls of one group than the other, the group from which the greater number of balls having been legally pocketed becoming his group of balls. If breaker fails to establish his object group of balls, the opponent(s) has an "Open" table and may shoot at any object ball and if he legally makes an unequal number of balls from either of the groups, the group from which the more balls are pocketed becomes his group of balls. If he misses or fails to legally pocket a ball the table remains "Open" until one player has established his object group.

Scoring: A player is entitled to all balls legally pocketed, unless he pockets a ball(s) belonging to his opponent, in which case the opponent is credited with that ball(s). If a player pockets only an opponent's ball and not one of his own group, it is a miss. After object group of balls has been established, player must hit one of his group of object balls first. If this is complied with, then he is entitled to any ball of his group legally pocketed and he continues shooting until he misses or fails to execute a legal shot. If player hits one of his opponents group of balls or the 8 ball first, the shot is not legal and any balls of his group pocketed on the shot shall be respotted on the foot spot or line. Any opponent's ball(s) made because of this shot shall be left pocketed. After a player has legally pocketed, or had his opponent legally pocket for him, all the balls is his object group, he shoots to pocket the 8 ball.

General: When shooting, player must have one foot touching the floor. Failure is a foul and penalty #1 applies.

Combination shots are allowed provided player hits an object ball of his group first.

On all shots player must strike one of his group of balls first

and (1) cause the cue ball or any object ball to contact a rail or (2) pocket an object ball. Failure is foul and penalty #1 applies.

If the shooter hits one of his opponents group of balls or the 8 ball before he hits one of his own the shot is a foul and any of his object balls made on the shot are to be spotted on the foot spot. In addition, penalty #1 applies.

If the shooter hits one of his object balls first, causing that object ball to jump the table and no other balls of his group are pocketed, it is a miss and the jumped object ball is spotted on the foot spot. However, if another ball of his group is pocketed, the jumped ball is spotted on the foot spot and shooter continues. Any of his opponents balls made on either of these shots remain pocketed.

If player touches the cue ball with his stick before he executes his shot it is a foul and penalty #1 applies. Exceptions: Adjusting the cue ball for a break shot or when the cue ball in hand is permitted.

In the event the cue ball or an object ball stops on the edge of a pocket then falls into the pocket because of vibrations, fan, or stamping of feet, it shall be replaced on the edge of the pocket as near as possible to its position before interference. However, if it balances momentarily on the edge of the pocket and it falls in without outside interference, it remains in the pocket. If the ball drops in the pocket while a player is shooting, it is to be replaced and the shot is executed again provided the player was shooting at the fallen ball.

When a player has the 8 ball as his object ball and his opponent does not execute a legal shot, penalty #2 applies.

If in the course of shooting, a player touches or moves object ball(s) with hands, clothing, cue, bridge, etc., the opponent has

Diagram No. 9
Spotting Balls

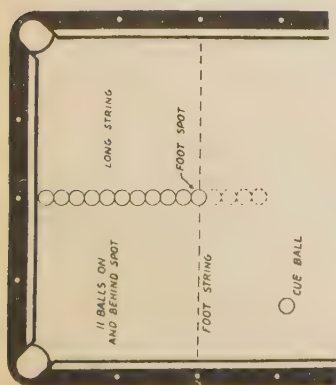
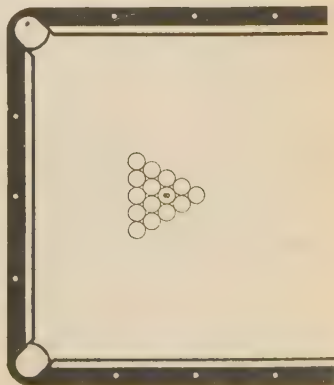


Diagram No. 10
Eight Ball Pocket Billiards



the option of allowing the balls to remain where moved or returned to original position. If he elects to return balls to original position this will be done by the referee.

Spotting Balls: Whenever a ball is to be spotted it is placed on the foot spot unless another object ball(s) interferes, in which case the ball being spotted is placed on the long string as near as possible, which shall mean frozen to the interfering ball. However, when the cue ball is interfering with the spotting of balls, the ball being spotted shall be placed as near as possible without the ball being frozen to the cue ball.

Ball Frozen To Cushion: If a ball is frozen on a cushion, player must be notified. When playing such a shot, the player must (1) pocket the frozen ball or (2) cause the cue ball to contact a cushion after striking the frozen ball, or (3) drive the frozen ball to another cushion or (4) cause another object ball to contact a cushion, or (5) pocket another object ball from either his or his opponents group. Failure is a foul and penalty #1 applies.

Frozen Cue Ball: When the cue ball is in contact with a player's object ball, player may play directly at the object ball in contact with cue ball and must accomplish one of the five alternatives shown under Ball Frozen to Cushion. Failure is a foul and penalty #1 applies.

Within the Headstring: When any part of a ball is touching the headstring, the base of the ball determines whether it is "in" or "out". If the base of the ball is in front of the headstring (towards the foot of the table) the ball is "out". If the base of the ball is in back (towards the head of the table) the ball is "in".

Whenever a player has the cue ball in hand, and all of his object balls are within the headstring, his object ball closest to the headstring can be spotted, or he can elect to kick a ball within the headstring. Player's choice. Same applies when 8 ball is object ball. If two balls appear to be equidistant from the headstring and he elects to spot a ball, the lowest numbered ball is to be spotted.

Cue Ball in Hand: The cue ball is in hand (within the headstring) at the beginning of the game, or (1) when it is forced (jumped) off the table, or (2) when it is pocketed, or (3) when player exercises his option of ball in hand as outlined in Penalties 1 and 2. Whenever the player has the cue ball in hand he must shoot the cue ball to any point on the table between the headstring and the foot of the table before the cue ball contacts an object ball or a cushion.

Penalties: #1—Player may take the object balls and cue ball in place where they came to rest or he may take cue ball in hand.

#2—Player may (1) take shot where cue ball and object balls came to rest, or (2) take cue ball in hand or (3) spot the 8 ball and shoot from within the headstring.

Playing the 8 Ball: When a player has the 8 ball as his object ball, he is required to hit the 8 ball first and then (1) pocket the 8 ball, or (2) cause the 8 ball or the cue ball to contact a cushion, or (3) cause another object ball to contact a cushion, or (4) pocket another object ball. If he fails to do so, it is not loss of game but a foul and penalties 1 or 2 are applicable. When playing the 8 ball, the player must call the pocket in which he intends to make it. It is emphasized that kisses and caroms have no bearing on the shot.

Loss of Game: (1) If breaker makes the 8 ball on the break and the cue ball scratches or jumps the table, he loses the game.

(2) If a player jumps the 8 ball off the table at any time, he loses the game.

(3) If a player makes the 8 ball at any time when it is not the object ball, he loses the game.

(4) If a player scratches the cue ball when shooting at the 8 ball as the object ball, he loses the game.

(5) If a player, when shooting at the 8 ball as the object ball, makes the 8 ball in a pocket other than the called pocket, he loses the game.

(6) If breaker makes the 8 ball on the break and does not scratch the cue ball or cause the cue ball to jump the table, his opponent loses the game.

(7) If player fails to call his pocket when the 8 ball is his object ball, he loses the game.

Disqualification: The referee has the right to disqualify any player from a game for unsportsmanlike conduct or tactics detrimental to the outcome of the game or tournament. In extreme cases, the referee may, with approval of the tournament management, disqualify the player from the tournament, in which case the player forfeits all rights to prize money, other compensations and expenses.

Referee: The Referee is in complete charge of the game at all times. He makes all decisions and they are final, unless the penalized player cites rules that substantiate a protest, in which case the Referee may reverse his decision. The Referee must be alert to detect errors, fouls, and interference.

Protests: If a player, in the opinion of his opponent, is guilty of

a foul, the opponent may ask for a ruling by the referee. Complaining player, however, must enter his protest before player, allegedly making foul, shoots again after alleged foul. Complaints registered after a subsequent stroke cannot be honored.

General Rules: Except as they conflict with the above game provisions, the general rules for pocket billiards apply.

14.1 CONTINUOUS (Championship Game)

The game of 14.1 continuous pocket billiards is the game of champions—the game in which title honors in pocket billiards are decided. It is the ideal competitive game, requiring that a player have an all-around pocket billiard-playing skill.

The Game: Fourteen-one continuous pocket billiards is played with a cue ball and fifteen object balls, numbered from 1 to 15. Tournament play pits individual against individual, but the game could be played by partners or by teams.

Break: Contending players lag for the break. Winner of lag has option of assigning break to his opponent, which usually happens on account of the improbability of pocketing a designated ball on the break shot.

Rack: Balls are racked in a triangle at the foot of the table. It is recommended but not required that the 15-ball is placed in the apex of the triangle on the foot spot. The 1-ball is placed in the left apex of the triangle and the 5-ball is placed at the right apex. The highest numbered balls should be placed near the foot spot apex of the triangle. The lowest numbered balls near the base of the triangle. (See Diagram No. 11.)

Before a tournament or championship match opens, the referee must draw a pencil line from the foot spot to the exact center of the foot rail, thus assuring continuous accuracy in racking the balls.

Referee must also draw a pencil line on the cloth around the triangle after he places it for opening of game, this, also, assur-

ing accurate placement of the triangle for subsequent break shots. Any ball which is inside of the line or overhangs this line shall be considered to interfere with the rack.

Once a referee has racked the balls, and has stepped back from the table, he shall not rerack the balls, regardless of whether or not it is requested.

Requirements of Break: Starting player has cue ball in hand for break shot. Starting player must drive 2 or more object balls to a cushion and after the cue ball has touched an object ball it must continue to cushion, or he must designate a ball and a pocket in which that ball will drop and successfully accomplish this objective.

If the starting player fails to comply with the requirements of the break, the stroke is foul, he loses two points and, at the option of his opponent, may lose his inning, or, with the balls reframed, may be compelled by his opponent to break again. Opening player loses two points for each successive failure to meet requirements of break. The 3 scratch penalty does not apply for continued failures to legally comply with opening break rules.

If, however, opening player drives two balls to a cushion as required and scratches the cue ball into a pocket, he loses his inning, is penalized only one point and the incoming player has the cue ball in hand. This scratch does apply in the three scratch penalty.

In making the opening stroke, the breaker can shoot directly at object balls or make the cue ball touch one or more cushions before contact with the balls.

When the opening player legally breaks the object balls, without pocketing a designated ball, the incoming player accepts the balls in position.

Scoring: Game may be played to any point requirement set by officials or tournament sponsors and accepted by BCA.

In championship match play, when the defense of the title depends upon more than one block, the winning block score may be 125 or 150 or any stated number of points agreed upon by the contestants.

Assuming the block score is 125 the player who scores 125 points first wins the block, but he must continue play until he pockets all the object balls on the table but one.

If a player after having won the block by scoring 125 points, misses in an attempt to clear the table of all object balls but one, the opponent comes to the table, clearing it of all objects but one, and the player, who cleared the table, makes the open-

ing shot in the next block.

In subsequent blocks, the player scoring 125 points first wins the block. If, however, the winner of the second block is behind in total points for the match, play continues until one of the players has a total of 250 points, the number required for two blocks. If this situation prevails in the third block, play continues until one player has scored 375 points, and so on.

Call Shots: The game of 14.1 continuous pocket billiards is a call shot game. The player must designate the ball he expects to pocket and the pocket in which he expects to score, making his intention known to the referee, unless it is clearly obvious to the referee what the player intends. In the latter case, the referee calls the object ball. If he errs in his call, the player must correct him before striking the cue ball.

Combination and carom shots are legal in 14.1 pocket billiards.

Player need not designate other than ball and pocket in which he will make that ball. Combinations and kisses can be mentioned or designated, but have no bearing on the legality of the shot.

The player is entitled to one point for every ball called and pocketed. If he pockets the called ball and others in addition on the same stroke, he is credited with one point for each ball pocketed.

Object balls pocketed illegally are spotted on the long string. (See "Spotting Balls," Rotation, and Diagram No. 9.)

Misses: If the player misses the shot called, it is an error and ends his inning. The striker is not penalized for failing to make the cue ball contact the designated object ball, providing the cue ball hits at least one other object ball, driving this latter object ball to a cushion or into a pocket, or providing the cue ball hits a cushion after hitting an object ball. If the player, however, misses the designated object ball and fails to contact another object ball, driving the latter to a cushion or into a pocket, or if he fails to cause the cue ball to hit a cushion after it hits an object ball that isn't driven to a cushion, it is a foul, ends the inning and the player loses one point.

Continuous Play: In 14.1 continuous pocket billiards, a player may pocket 14 balls successively. The 15th ball remains on the table as a break ball. The referee then racks the 14 pocketed balls, leaving the space at the foot spot vacant in the triangle.

(See Diagram No. 12.) A second cue ball may be placed as the 15th ball in the foot spot apex of the triangle to assure accurate framing of the balls and then removed after the rack is taken off the balls.

Player then continues making the ball outside the triangle the break ball. His procedure is to pocket the break ball in a designated pocket and carom the cue ball from the break ball into the triangle of racked balls. Player may carom cue ball from break ball into one or more cushions and then into rack. However, player is not compelled to shoot at break ball. He may, if he chooses, strike any ball in rack. (Rules for misses apply, see above.)

If player pockets break ball or calls and pockets shot in rack he continues play. Player can continue counting 14 balls, having them reracked and breaking until he misses, scratches or scores the required number of points for game.

Marking Position of Balls: At the conclusion of the block in match play, the referee marks the position of the cue ball and the position of the lone object ball with a pencil, indicating the number of the next block. For example, if the players have concluded the sixth block, the referee, when marking the position of the cue ball and object ball, places a 7 where each ball rested on the table. Thus, the balls are marked for the opening shot of the 7th block.

Final Block: In the final block, play ceases when player pockets the ball that brings his total to the specified number of points to win the match.

Ball Frozen to Cushion: A player forfeits one point if when playing at an object ball frozen against a cushion, he stops the cue ball in front of such object ball, even though he contacts object ball. When playing such a shot (as a safety measure), the player must pocket the object ball, cause the cue ball to contact a cushion after striking object ball, or drive the object ball to another cushion.

If an object ball is frozen to—or within a ball width of a cushion, referee to determine by measurement, each player shall be allowed only two legal shots in safety procedure on this ball. On the third shot the player shall be forced to either drive the object ball to a different rail or drive the cue ball to any rail after contact with the object ball. Failure to do so will result in racking all 15 balls. The cue ball shall be in hand and the player committing the infraction shall be forced to break as at the

Continuous Play (14.1 Continuous Pocket Billiards)

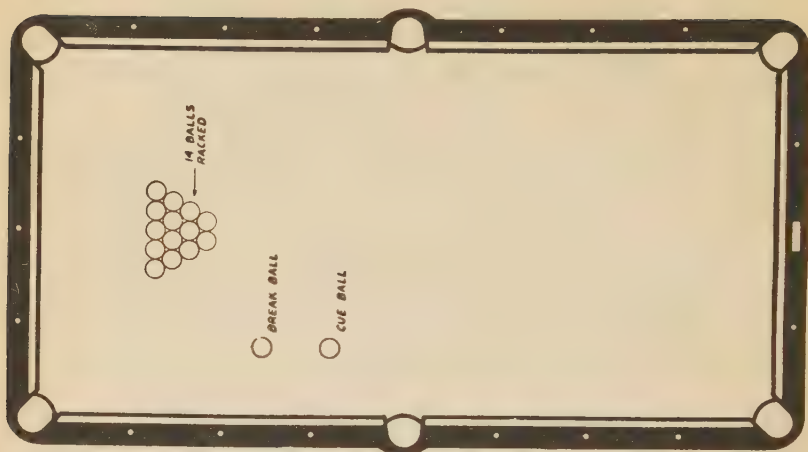


Diagram No. 12

14.1 Continuous Pocket Billiards (Championship Game)

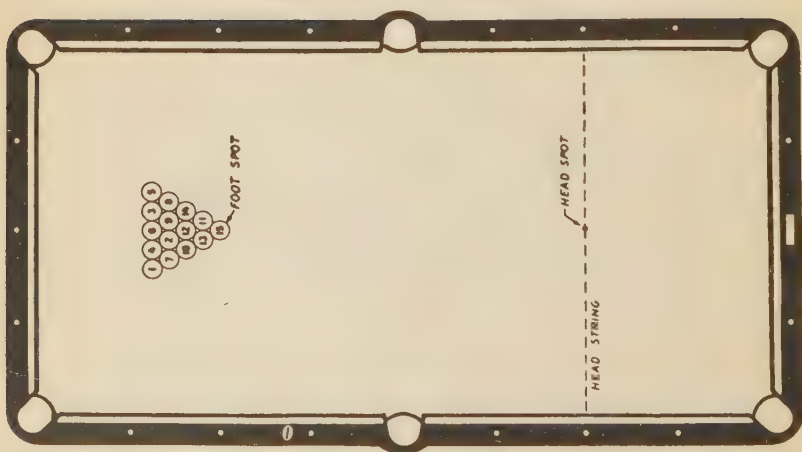


Diagram No. 11

opening of the game. (See "Break Shot Requirement" rule.)

(Note: If one of the players, resorting to the safety procedure cited above, acquires three scratches before the two-shot limit or as a result of his two shots in the safety procedure, he is penalized one point for each scratch and shall be liable for the penalties listed under the three-scratches-in-succession penalty rule. (See Loss of Points.) It should be noted that a player is allowed only two shots in this circumstance whether the shots be legal or foul.

Cue Ball Within the String: Since, when the cue ball is in hand, the player must place the cue ball within the head string, he loses his inning and forfeits one point, if he shoots after having been warned by the referee that the cue ball is not within the string. Incoming player accepts balls in position or can insist conditions be restored to what they were before opponent fouled. If the cue ball is not within the string and the player shoots and counts before the foul is detected, he receives credit for balls pocketed and continues play. If he misses, it merely ends his inning.

Frozen Cue Ball: When the cue ball is in contact with an object ball, player may play directly at object ball in contact with cue ball, provided the object ball is moved and the cue ball strikes a cushion, or provided the object ball which is in contact with the cue ball is driven to a cushion. Failure to comply with this requirement is a foul. Penalty: loss of one point.

Foot on Floor: When shooting, the player must have one foot touching the floor. Failure is a foul. Penalty: loss of one point.

Interference: If a player accidentally disturbs in any manner the cue ball or an object ball with his necktie, coat, his hand or any part of his body or clothes, he has fouled. He loses his inning and forfeits one point.

If a player touches the cue ball or an object ball with any part of the cue other than the tip it shall be declared a deliberate foul. The offender shall be penalized 15 points and required to break as of the opening break.

When a player catches or touches a ball as it is headed for a pocket or toward the rack, he is charged with a deliberate foul and penalized 15 points. It is then the option of the incoming player to accept the cue ball in hand behind the head string with the remaining balls as they stand, or have the offending player break according to the rules of "Original Break."

Balls in Motion: A stroke made while the cue ball and/or object balls are in motion or spinning is a foul. Penalty: loss of one

point. Incoming player can accept balls in position or insist previous conditions (to foul) be restored. Referee is sole judge in restoring balls to position.

Penalties: Penalties are paid by deducting points from the offending player's score.

If a player fouls and has no points to his credit, the fouls are charged against him and deducted from his score after he counts. On the running score, his record can show -1 or -2 and so on. If a player wins the game while his opponent, failing to score, has two penalties against him, the score would read 150 to -2. If a player, for example, has 15 points to his credit and then loses a point through a penalty, his score reads 14 until he legally counts in subsequent innings.

Safety Play: Safety play is legal. The player may or may not declare his intention to play safe to the referee. If it is obvious to the referee that a player resorted to safety without declaring his intention, the referee announces "safety" after the balls stop rolling.

In attempting a safety, player must drive an object ball to a cushion, pocket an object ball, or cause the cue ball to strike a cushion after contacting object ball. Failure is a foul. Penalty: loss of one point.

Loss of Points: When a player has scratched, he loses his inning, forfeits one point and a notation that he has one scratch against him is posted on the scoreboard in full view of the players and referee. The scratch is not in any way affected by opponent's play. Only the offending player can remove the scratch by pocketing a ball at his next turn or by playing a legal safety. If he scratches at his next turn, without first pocketing a ball or playing a legal safety, he loses his inning, forfeits another point, and two scratches are posted against him on the scoreboard. Again the offending player may remove the scratches by pocketing a ball, obviously trying to pocket a called ball and in so doing play a legal safety during his next inning. If he fails to do this and scratches for a third time in succession, he loses one point for the third scratch and the following options are given to his opponent:

1. The offending player is to forfeit 25 additional points and must break again under "Opening Break" requirements, or
2. The incoming player may choose to accept the cue ball for placement anywhere on the table and continue play from that point without additional penalty to the offender.

Once the option has been made, the offending player is

cleared of scratches to that point. The decision does not alter the current status of the incoming player in so far as consecutive scratches against him are concerned.

Deliberate fouls as noted in other sections of 14.1 rules shall be subject to a penalty of 15 points with the incoming player having the option of continuing the game from the point of the deliberate foul.

Ball Bouncing from Pocket: If an object ball falls into a pocket and then rebounds on the table, it is not to be considered a pocketed ball. If the ball in question is the called ball, the player loses his inning. The ball remains in play where it comes to rest on the table.

Jumped Balls: If the cue ball jumps off the table, it is a foul. Player loses inning and forfeits one point. A scratch is marked against him. Incoming player has cue ball in hand.

If the called object ball jumps the table, it is a miss and ends the player's inning. Retrieved object ball is spotted. If the player scores the called object ball and then, as the result of the stroke, causes another object ball to jump the table, the retrieved ball is spotted, the player is credited with the ball legally counted and continues play.

The lighting fixtures, when placed directly over the table, shall be considered part of the equipment. Should a ball leave the table, strike the lighting fixtures and then return to the table, it remains in play where it comes to rest. No penalty applies.

If a ball jumps the table, rides a rail and then returns to the table, it remains in play where it comes to rest. It is not considered a jumped ball. No penalty applies.

If a ball leaves the table and comes to rest on a rail, without returning to the table bed, it is considered a jumped ball. Rules for jump balls apply, depending upon whether the ball is the cue ball or an object ball.

Jump Shots: Jump shots may or may not be illegal, depending on the following:

1. If a player causes the cue ball to jump (rise from the bed of the table) accidentally, as the result of a legal stroke, or deliberately, by elevating the butt end of the cue and striking the cue ball in the center or above center, the jump is legal.

2. If, however, a player digs under the cue ball with the tip end of the cue, causing the ball to jump, the stroke is foul. Penalty: loss of one point.

Object Ball Within String: If a player has the cue ball in hand and the object balls on the table are within the head string

(between the head string and the head of the table) the object ball closest to the string is spotted on the foot spot. If two object balls appear to be equidistant from the string, the lowest numbered ball is placed on the foot spot. Player, with cue ball in hand, plays from any point of his choosing within the head string, shooting at the ball on the foot spot.

Cue Ball in Hand: The cue ball is in hand at the beginning of the game, also when forced off the table or pocketed, and when for any reason fifteen balls are framed (except as superseded by the following "interference" rules): The cue ball remains in hand until the player drives it from within the head string to any point on the table between the head string and the foot of the table.

Interference with Racking of Balls: Whenever by accident or design, a player, by one stroke legally pockets the 14th and 15th balls of a frame, he is entitled to both balls, the fifteen object balls are reframed, and the player continues play from where the cue ball came to rest.

Interference with Rack: If an unpocketed ball (the fifteenth of the frame) interferes with the racking of the fourteen balls, the unpocketed ball is placed on the head spot.

If the cue ball and the unpocketed object ball interfere with the racking of the fourteen balls, the fifteen object balls are racked and the player has the cue ball in hand.

If the cue ball interferes with the racking of the fourteen object balls, the following applies:

1. The cue ball is in hand if the break object ball (outside the rack) is not within the head string (between the head string and the head of the table.)

2. If break ball is within the head string, the cue ball is placed on the head spot.

3. If the break ball or 15th ball rests on the head spot or interferes with any ball being spotted on the head spot then the cue ball is placed on the center spot.

In any event, as a result of interference with racking the fourteen balls, the player has the option of shooting at break ball (providing it has not been racked) or any ball in the rack. If the player elects to shoot into the rack, he must drive an object ball to a cushion, or cause the cue ball to hit a cushion after contacting an object ball or pocket a ball. Failure is a foul. Penalty: loss of one point.

Outside Interference: Ball accidentally or deliberately disturbed by a person other than the player at the table must be replaced

as near as possible to its position before interference. Player continues his inning.

Stroke Is Complete: A counting stroke cannot be regarded as complete until all the balls on the table have come to a dead stop. This rule also applies to spinning balls. Player who shoots while the cue ball or an object ball is in motion or spinning, is guilty of a foul. Penalty: loss of one point.

Spotting Balls: Whenever balls are being spotted on the foot spot they shall be placed as near as possible to other balls which shall mean frozen to. However, when the cue ball is interfering with the spotting of balls, the ball shall be spotted as near as possible without the ball being frozen to the cue ball.

Disqualification: If the referee considers a player to be taking an abnormal amount of time between strokes or in determining the choice of stroke with the intention of upsetting his opponent, the referee shall warn the player that he runs the risk of disqualification if he pursues these tactics. Continued disregard of the warning shall be proper grounds to disqualify the player and award the contest to his opponent.

Right to Disqualify: The right to disqualify a player in a game or from the tournament rests with the referee and/or the tournament management. Either has the power of disqualification, if there is evidence that the player was guilty of unsportsmanlike conduct during a game or of conduct during the tournament which is detrimental to the best interests of the sport. The disqualified player forfeits all right to prize money, other compensation and expenses.

Time Limit on Protests: If a player, in the opinion of his opponent, is guilty of a foul, the opponent may ask for a ruling by the referee. Complaining player, however, must enter his protest before player, allegedly making foul, shoots again after foul. Complaints registered after a subsequent stroke cannot be honored.

The following are the most frequently asked questions about 14.1 and the interpretations of the rules in question.

Question: If on the break I drive the cue ball to the foot rail—it hits the rack and stops—two object balls go to the rail—have I completed a legal break?

Answer: No. After striking an object ball or balls, the cue ball must then continue on to strike a rail. When the cue ball stops after contact with the object ball you have

failed to meet the requirements of the opening break and your opponent has the option of accepting or rejecting the break. You are still assessed a 2 point penalty for the foul. On a subsequent break of the balls (not an opening break) such a safety play as described would be legal.

Question: If I call a ball for a certain pocket and it caroms off another ball but still goes into the designated pocket is the shot legal?

Answer: Yes. The only requirements are that the ball go in the designated pocket. It might go around the table once or twice, hit several balls or rails—As long as the ball goes in the pocket designated, the shot is legal.

Question: If an object ball is touching the head string but is in front of the string and the cue ball is in hand, can I shoot that ball?

Answer: So long as the base of the object ball is in front of the head string you can shoot at that object ball.

BCA LEAGUE SANCTIONING RULES

14.1 Ball

1. A team is composed of one or two players. Teams play three games of a determined amount of points, or 15 innings.

2. First day, play is scratch. . .no handicaps. Handicaps may be figured for subsequent play though it is not required.

3. B.C.A. rules for 14.1 govern the league.

4. Players lag for break. Winner has choice and his choice applies to 1st and 3rd games, opponent who lost lag has option for game two. The break shot does not count for an inning if league is playing 15 inning games.

5. When player shoots out of turn he is not credited with any balls pocketed during illegal turn and opponent who was to follow in the correct rotation then steps to the table for his turn.

6. Rules on consecutive scratches or safety play on frozen ball apply to team play and are not based on individual play. . .that is, fouls or scratches by shooter #1 and shooter #3 and again by shooter #1 without legal safety or a score between would constitute loss of 15 points and play would revert to opening break as stated in rules.

7. The three games constitute a match. There are four points

in each match, one point for winning a game, and one point for having the most points for the three games. The “most points” total includes the player’s handicap points. (Handicap points are not included in player’s “Total Balls Pocketed” when secretary figures averages.)

8. In calculating the handicap of a player, innings in which he shot a safety or fouled and did not score a point are not counted in the total number of innings. Innings in which there are either a foul or safety and also a score, are counted in the total number of innings. For instance, in three fifteen inning games, the player scored a total of 127 points. He fouled or safetied in 13 innings in which he did not score, so the total of 127 is divided by 32 giving him a per inning average of 3.97. His opponent scored 102, and fouled or safetied without scoring in 8 innings. Divide 102 by 37, inning average is 2.76.

Suppose these two players would meet in the next match. The difference between their average is 1.21. Multiply 1.21 by 12, total 14.52, gives player No. 2 a 15 point handicap per game. (The figure of 12 is an 80% handicap. .12 is 80% of 15 innings.)

SAMPLE LEAGUE SCORING PROCEDURES

INNINGS													X - 13 INNINGS COUNTED									
Player 1	Game	Hdcp	1	2	3	4	5	6	7	8	9	10	11 ^x	12 ^x	13	14	15	Totals	Won	Lost		
SMITH	1	B	4	3	6	5	0	9	3	5	2	F	0	0	5	0	5	3	4	5	2	5
			4	7	13	13	13	22	25	26	36	36	36	36	39	43	45	45	1			
			BREAK			RUNNING SCORE					POCKETED 2, SCRATCHED, 1 ADDED TO TOTAL											
Scratch-F																						
Safety-S																						

Player 2	Game	Hdcp	BALLS POCKETED EACH INNING															SCRATCHED, POCKETED NONE					X-11 INNINGS COUNTED				
			1	2	3	4	5	6	7	8	9	10*	11*	12*	13	14	15	Totals	Won	Lost							
JONES	1	20	0	3	1	F	4	5	0	5	F	0	2	7	5	1	F	1	E	0	5	2	0	0			
			20	23	22	26	26	30	30	32	39	38	37	37	39	39	39	39	39								

LINE-UP POCKET BILLIARDS

THIS game is played with fifteen object balls, numbered from 1 to 15, and a cue ball. Object balls are racked on the foot spot, as in 14.1 continuous pocket billiards. (See Diagram No. 11.) Starting player has cue ball in hand. It is a call shot game, players being required to call the ball and the pocket.

Each ball legally pocketed gives the scorer credit for one point. All balls pocketed on a legally called shot count, the player getting one point for each ball.

Game is an agreed upon number of points—it can be 25, 50, 100, or whatever score agreed upon.

Start of Play: Rotation of play can be determined by lag or lot. Winner of lag has option of breaking or assigning break to his opponent.

Starting player must pocket a called ball in the rack or drive two object balls to a cushion. Failure to do so is a foul. Offending player forfeits two points. Opponent can require that offender break again until he complies with the break shot requirements. Player loses two points for each successive failure.

Subsequent Play: After the legal break shot, if starting player has not scored, incoming player accepts balls in position. He must call his shots—ball and pocket—on all strokes. Player continues until he misses. At the conclusion of his inning, he records his points, and all balls he scored are spotted on the long string line. (*See Diagram No. 9.*)

If player scores all fifteen balls, they are spotted on the string line and he continues play, shooting cue ball from where it came to rest after preceding stroke.

Penalties: When a player fouls, he is penalized one point. Only one penalty is imposed, however, if the player fouls more than once on the same stroke.

General Rules: The rules for 14.1 continuous pocket billiards apply to line-up pocket billiards. Balls scored on foul strokes do not count. Penalties are paid out of the player's score. If he has no points at time of foul, he owes a point, which is deducted after he scores.

BOTTLE POCKET BILLIARDS

THIS game requires two object balls, numbered 1 and 2, a white cue ball and a shake bottle.

Scoring: Game consists of 31 points. Player making that total exactly wins. If, however, he scores more than 31 points, it is a miss, ends his inning and his score becomes only the points he scored over 31. If, for example, a player, exceeding 31 points, scores 35, he ends his inning, and his score become 4, or the difference between 31 and 35.

Scoring is accomplished as follows:

1. Carom on two object balls counts 1 point.
2. Pocketing the 1-ball counts 1 point.
3. Pocketing the 2-ball counts 2 points.
4. Carom from ball which upsets shake bottle counts 5 points.

It is possible to score 9 points, as the result of all the possibilities mentioned above, on the same shot.

If a carom from an object ball stands the shake bottle on its base, player wins game automatically as the result of having accomplished this feat.

When a player has scored exactly 31 points, he must announce his total before an opponent takes his turn at the table. If he fails to do so, he cannot announce his victory until time for his next regular turn at the table. If, in the meantime, another player scores exactly 31 points and announces his victory, this latter player is the winner of the game.

Placement of Objects: At the start of the game, the 1-ball is placed at the foot cushion at the left diamond on the foot rail. The 2-ball is placed against the foot cushion at the right diamond on the foot rail. The shake bottle is placed open end down on the center spot. (*See Diagram No. 13.*) Starting player has cue ball in hand (that is, he must play it from a spot of his choice within the head string).

Start of Play: Any number of players may engage in bottle pocket billiards. Rotation of play can be determined by lagging or by drawing numbered balls from the shake bottle.

Starting player is not compelled to call his shot, but he must make either the 1- or the 2-ball his first object.

Subsequent Play: On all subsequent shots, a ball must be the player's first object. The bottle never becomes the direct object of the cue ball until after cue ball has contacted an object ball.

If an object ball hits the bottle before the bottle is contacted by the cue ball, the shot does not count.

If the designated spot for the one or two balls is occupied after that ball has been legally pocketed, then the ball is to be spotted on the center spot. If the center spot is occupied then the head spot is used.

Upset Bottle: Whenever the bottle is upset, it must be placed upright (open end down) as close as possible to where the open

end of the bottle lay when the upset bottle came to rest.

When the bottle is forced off the table or into a pocket, the player loses his turn. The bottle is spotted on center spot as of start of game.

If an object ball forces the bottle to a cushion, into a pocket or off the table, the player loses his turn.

Fouls: A foul shot (*See* general pocket billiard rules and bottle game requirements) ends the player's inning, points scored on the stroke are not allowed, and in addition, the player forfeits one point.

Foul shots result when:

1. Player fails to hit object ball on a stroke.
2. Bottle is upset by object ball, cue, hand, clothing, etc.
3. Cue ball is forced off the table or pocketed.
4. Cue ball upsets bottle before hitting object ball.
5. Player shoots without one foot touching the floor.

General Rules: Except as they conflict with special requirements of this game, the general rules for pocket billiards apply.

COWBOY POCKET BILLIARDS

THIS game, a combination of carom and pocket billiards, is played with three object balls and a white cue ball. The object balls are numbered 1, 3 and 5.

Start of Play: To start the game, the 3-ball is placed on the foot spot; the 5-ball is placed on the center spot, and the 1-ball is placed on the head spot. Starting player has cue ball in hand and must put it in play within the head string. The 3-ball is the first object ball. (*See* Diagram No. 14.)

Scoring: The winning score is 101 points.

The first ninety points are scored as follows:

1. Carom on two object balls, 1 point.
2. Carom on three object balls, 2 points.
3. Pocketing one or more object balls, points awarded according to the numerical value of the balls pocketed.

The 5-ball, for example, gives the player 5 points, etc.

After a player scores exactly 90 points, the balls must come

Cowboy Pocket Billiards

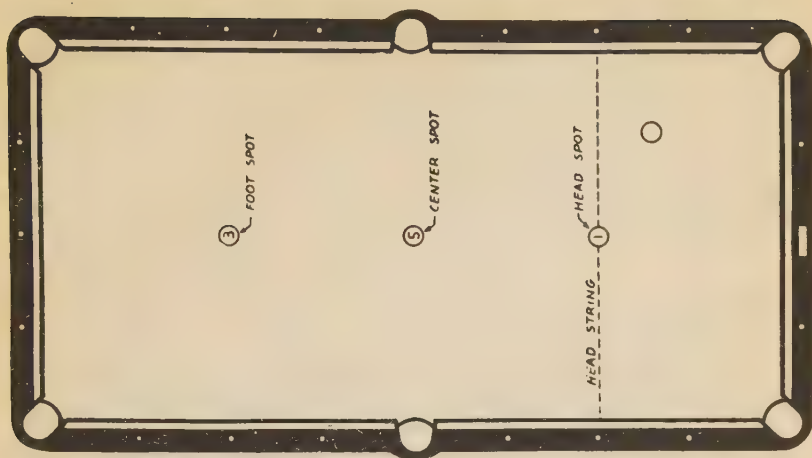


Diagram No. 14

Bottle Pocket Billiards

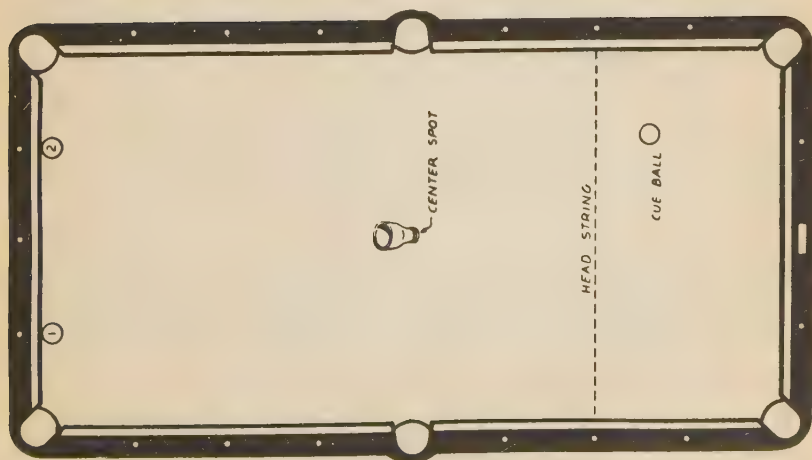


Diagram No. 13

to rest on the table. Player must make the next ten points by caroms only.

After scoring 100 points, the player must score the 101st or game-winning point by caroming the cue ball off the 1-ball into a pocket designated (call shot), without hitting a second object ball before the cue ball goes into the pocket. If cue ball drops in a pocket not called, the player loses his turn and loses points made in that same inning.

A player also loses all points scored in an inning, if he loses his turn as the result of a foul.

Special Rules: When an object ball is pocketed it must be replaced on its original spot.

If the spots are occupied, the pocketed balls are held out (remain off the table) until the spots become unoccupied.

If the 1-ball is pocketed, however, when a player with exactly 100 points is playing, he can have the balls spotted as of the opening of the game and play the cue ball from hand within the head string line.

Since a player with ninety points, must make the next ten points by caroms, he loses his turn and points scored in that inning, if he pockets an object ball while counting from ninety-one to 100, inclusive.

Except as provided in the requirements of making the 101st point, the player loses his inning and point scored in that inning if he pockets the cue ball.

Player loses turn and points scored in that inning if he forces cue ball off the table.

After a cue ball scratch, incoming player has cue ball in hand. He must put it in play behind head string line and drive it to an object ball or a cushion outside the head string.

When a player has 100 points, he loses his turn and all points made in that same inning, if he fails to hit the 1-ball in an attempt to make the 101st point.

When shooting away from a frozen object ball (when cue ball is frozen to object ball), the player must move object ball and drive the cue ball to a cushion. If he fails, it's a scratch. He loses turn and points made in that inning.

Loss of Game: If a player pockets the cue ball twice in succession without touching an object ball on either attempt, he must forfeit the game.

General Rules: Except as they conflict with the above game provisions, the general rules for pocket billiards apply.

CRIBBAGE POCKET BILLIARDS

THIS game is played with fifteen object balls, numbered from 1 to 15, and a white cue ball. Object balls are racked on foot spot in any order. (See Diagram No. 6.) Starting player has cue ball in hand.

It is possible to score 8 points in cribbage pocket billiards although a player may win before accounting for that number, since his opponent may have points to his credit. For example, if an opponent has three points, and a player scores five, the latter wins the game.

Each point is called a "cribbage."

Start of Play: Rotation of play may be determined by lag or lot. Starting player is required to comply with break shot requirements of 14.1 continuous pocket billiards. Fouls are penalized by a one point forfeit in this game.

Scoring: Opening player is not required to call his shot. Any ball pocketed accrues to his credit, unless he fails to comply with the following requirements. If opening player fails to break as required by the rules, he forfeits one point and can be compelled to break again. If he misses, incoming player accepts balls in position.

A Cribbage: To score a cribbage (or one point) player must pocket two balls in the same inning, the numerical value of which totals 15. If, for example, he pockets the 6- and 9-balls, his total is 15 and he gets credit for a cribbage.

No more than two balls may be pocketed for a cribbage count. For example, if a player scores the 3-, 7- and 5-balls, for a count of 15, it does not count. It is an error and ends his inning. Balls are spotted.

The two balls pocketed to total a cribbage must be scored in the same inning. If a player pockets the 1-ball, and then scratches, misses or forfeits while shooting for the 14-ball, he ends his inning. The 1-ball is spotted.

Since, under the scoring requirements, the 15-ball remains on the table after all possible cribbages are scored, the player who scores the 15-ball, gets a point or a cribbage.

Balls pocketed on legal cribbages remain in the pockets.

If a player scores a cribbage legally, he can continue his inning and attempt to score one or more cribbages in the same inning.

CUT THROAT (ELIMINATION) POCKET BILLIARDS

The Game: The game is played with a cue ball and 15 object balls numbered from 1 to 15. It is played by 3 players and is quite enjoyable as a party or family game.

The Break: Start of play can be determined by lag or lot and the order of play determines the assigned balls. The breaker or first player is assigned balls 1 thru five; second shooter has balls 6 thru 10; with third player having balls 11 thru 15.

Balls are racked at the foot spot with the 1 at the front of the triangle, 6 and 11 on the two rear corners.

Purpose of the Game: The prime purpose of every shooter is to pocket the balls assigned to the other two players. There is no sequence requirement, and the pocketing of any object ball gives the shooter the right to continue his turn. Sometimes he may even pocket one of his own group to get better position on a ball from the other players group.

Combinations: Combinations are not legal unless a shooter uses one of his own group as first object ball. Kiss shots are legal at all times. Should a shooter pocket one of his own group as a result of an illegal shot it stays off the table, but any opponents ball pocketed as a result of an illegal shot is brought back to the foot spot.

Penalties: Whenever a shooter scratches or knocks the cue ball off the table he is penalized by having one of each of the other two players group brought back to the table at the foot spot. If there are none of the other players group already pocketed then the penalty does not apply. When no ball remains from a certain players group, that player is eliminated. He must await a scratch or the conclusion of a game, before he gets another turn.

Conclusion of Play: When only one players group or a ball or balls from one players group are left on the table, the game is completed and that player is declared the winner. The sequence of play for the next game is determined by the order in which players have been eliminated. The first player who lost his group must rack the balls for the next game. Second player

eliminated will shoot second and have the 6 thru 10; and the winner of the game will break and has balls 1 thru 5.

RULES FOR "ELIMINATION" **(A Variation to Include More Players)**

1. This game is played by 3 or 5 players, each playing individually, on a regulation pocket billiard table.
2. Fifteen balls are racked in triangle, no special placement of any balls.

When 3 players are in game:

Player No. 1 has group of balls numbered 1 to 5
Player No. 2 has group of balls numbered 6 to 10
Player No. 3 has group of balls numbered 11 to 15

When 5 players are in game:

Player No. 1 has group of balls numbered 1 to 3
Player No. 2 has group of balls numbered 4 to 6
Player No. 3 has group of balls numbered 7 to 9
Player No. 4 has group of balls numbered 10 to 12
Player No. 5 has group of balls numbered 13 to 15

3. Object of game is to eliminate all balls from the table except your own. Last player with his group or part of his group on the table is the winner.
4. Except where noted in the following rules, the general rules of Pocket Billiards as listed in the Official Rule Book apply to this game.
5. Player can shoot at any ball he wishes, including his own. Any ball accidentally pocketed stays pocketed (except if player fouls). It is not necessary to call ball or pocket. Player continues shooting until he misses.
6. If player pockets a ball or balls and fouls by scratching cue ball in pocket or off table, any balls pocketed on the shot are re-spotted.
7. If a player's group of balls are pocketed, he stops shooting until someone wins the game.

FORTY-ONE POCKET BILLIARDS

The Game: Forty-one pocket billiards is played with a cue ball and fifteen object balls, racked for the start of the game in the same manner that the object balls are racked for 14.1 continuous pocket billiards. (See Diagram No. 11.)

The game also requires the use of the leather shake bottle and small balls or "peas," which are generally numbered from one to fifteen.

Rotation of play is determined by throwing each player a small ball from the bottle. The player with the lowest number must break.

Before play starts, each player is thrown another numbered ball from the bottle. This is his "private number," which he keeps secret.

Purpose of the Game: The purpose of the game is to score sufficient points (corresponding to numbers on pocketed balls), which, when added to the player's private number, total exactly forty-one. The player accomplishing this purpose first, declares himself the winner, proving his victory by addition.

Scoring: Players take their turn according to the first numbers thrown to them, the lowest numbered player taking the first turn.

A player is allowed only one shot in an inning (whether or not he counts). He is entitled to all balls pocketed on one stroke in an inning.

As players score, the numbers on their pocketed balls are added to the private number.

After a player has a count of exactly 41 he wins the game. Game is declared also when all the balls are pocketed before any player has 41. In this event the player closest in count to 41 wins.

Specific Game Rules: A miss (See "14.1 Continuous Pocket Billiards") or pocketing the cue ball is a scratch. The offending player owes a ball to the table, besides balls he may have scored on the shot. If he has more than one ball to his credit, he can spot any ball he chooses. If a player owes a ball and has none in his rack, he must spot the first ball he legally counts. Should he pocket more than one ball on a shot (when he owes one to the table) he can spot the one of his choice.

If a player gets more than 41 points, it is a "burst," and all the balls he has scored must be spotted. The last ball pocketed

must be placed on the foot spot or as near as possible behind it.

A player who “bursts,” can have a new private number if he chooses, resuming play in turn as at beginning of the game.

If a player resorts to safety play, he must cause the cue ball to hit a cushion, either before or after contacting an object ball. Failure to do so is a scratch. Offending player owes a ball.

A player making a burst and not declaring it is disqualified from further play in that game.

General Rules: General rules for pocket billiards apply to Forty-one Pocket Billiards, except as they conflict with specific rules cited above.

GOLF POCKET BILLIARDS

The Game: Golf pocket billiards is played with a white cue ball and an object ball. The object ball may be any one of the fifteen object balls used in regular pocket billiards—that is, the 1-ball, the 8-ball, the 15-ball, or any ball from the rack. The object of the game is to play six “holes” of golf billiards in the fewest strokes possible.

Break: On the break shot, the white ball is placed on the center spot and the object ball is placed on the foot spot. (*See Diagram No. 15.*) Rotation of play may be determined by lag or lot.

First Object: The starting player is compelled to bank the object ball against the foot cushion on the first stroke, attempting to pocket the ball in the left-hand side pocket. If he misses the bank shot on the first stroke, he continues to shoot until he pockets the ball, shooting either directly at the object ball or banking it, as he chooses. After the first stroke, player is not compelled to bank. When he pockets the ball, he counts the number of strokes needed to accomplish his purpose, and notes that as his score for the first “hole.”

Second Player: The second player comes to the table, then, and finds the balls again spotted—the cue ball on the center spot and the object ball on the foot spot. He must bank to the lower rail on his first stroke, attempting to pocket the ball in the left-hand

Golf Pocket Billiards

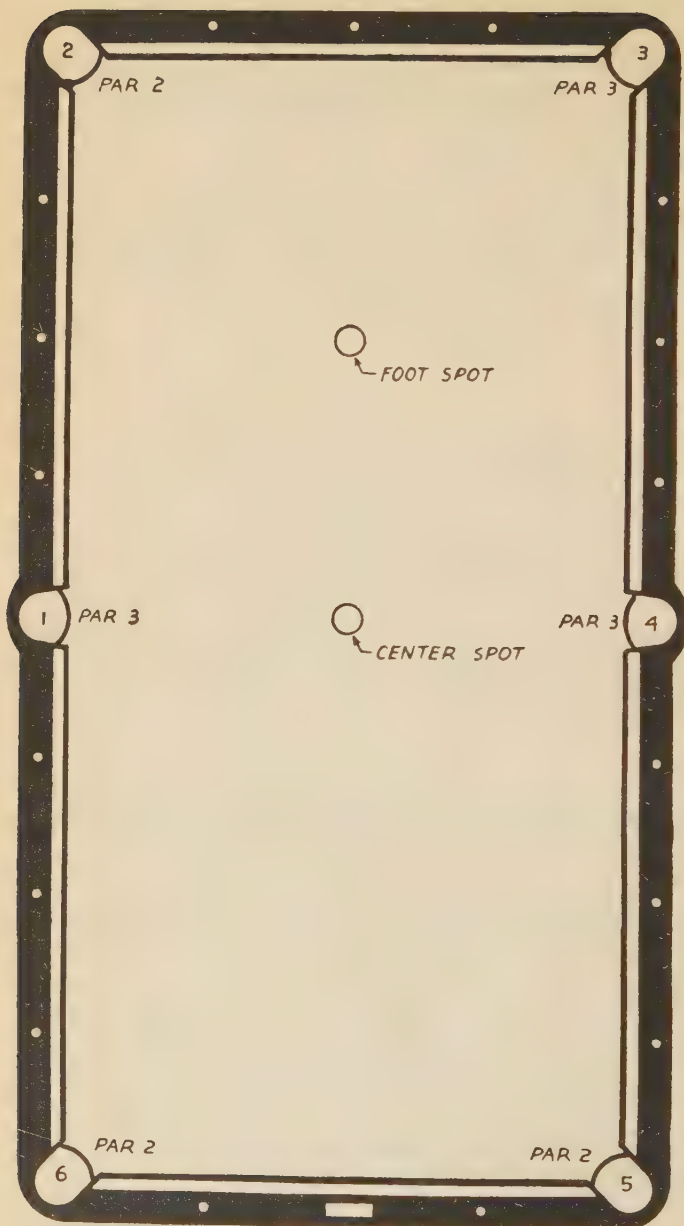


Diagram No. 15

side pocket. If he misses on the first stroke, he can shoot either directly at the object ball or bank it until he makes the shot. His strokes amount to his score for the first “hole.”

Subsequent Holes: After each player makes the opening shot, the object ball is again spotted and the cue ball is in play where it came to rest on the table after the second player scored the opening shot.

The first player comes back to the table, then, and is required to pocket the object ball in the upper left-hand corner pocket, either directly or by banking (banking is not compulsory on this shot). The number of strokes required to pocket the ball is the total of the player’s score for the second “hole.” The second player, finding the object ball spotted again, must score it in the same pocket, playing the cue ball on the first stroke from where it came to rest after the first player completed his inning.

The object ball is spotted and the cue ball is played from where it came to rest as the players pocket the object ball in the upper right-hand corner pocket, the right-hand side pocket, the right-hand lower corner pocket and finally to the left-hand lower corner pocket. The pockets are the object-holes in that order.

Scoring: The player who completes the six holes of golf billiards in the fewest number of strokes wins the game. Each player has an equal number of innings at the table.

Partners: When playing partners, the partners’ scores are added to make the total number of strokes required by the side to complete six holes of play. The side with the fewest strokes win.

When playing partners, one partner makes the opening stroke. If he misses, the other partner comes to the table and attempts to pocket the ball. They alternate, thus, until the ball is pocketed in the designated hole. If, however, one partner pockets the ball on the first stroke, that ends the partner’s inning. Partner who did not play in that inning makes the first stroke in the next inning.

Specific Rules: After the opening hole, the cue ball is always played from where it came to stop after the preceding stroke.

Players scratch when they pocket the white ball or pocket the object ball in the wrong pocket. Penalty is the addition of three strokes to the offending player’s score, plus one stroke for the shot. Only one penalty is assessed if a player double scratches on the same stroke—that is, if he pockets the object ball in a

wrong pocket and scratches the cue ball, at the same time. Scratched balls are spotted and offending player continues play.

On every shot player must either pocket the object ball as designated or cause the object ball to touch a cushion, or cause the cue ball to touch a cushion after hitting the object ball. Failure to do so is a foul and adds three strokes to the player's score, plus one stroke for the shot. Offending player continues his inning, accepting balls as he finds them.

If, when the cue ball is spotted, the object ball lies within the head string, the player may shoot directly at the object ball in that position. In other words, he does not have to spot the object ball.

General Rules: General rules of billiards apply in this game, unless conflicting with specific game rules cited above.

"MR. AND MRS." POCKET BILLIARDS

(Boy Meets Girl)

THIS game is played with fifteen object balls, numbered from 1 to 15, and a white cue ball. Object balls are racked at foot spot as in rotation. (*See* Diagram No. 8.) Starting player has cue ball in hand. The game is a combination of rotation and basic pocket billiards.

Reason for Game: This game has been devised for mixed play—that is, play by men and women. It encourages women to play pocket billiards, since the requirements of a woman player in the game make it easier for her to score than the requirements for men.

The game tends to equalize the skill of players. It can be played by men (or women) only, with the better players following rules laid down for men, and the less skilled players following the requirements laid down for women.

Start of Play: Rotation of play can be determined by lag or lot. Starting player has cue ball in hand within the head string. Balls are racked as in rotation. Starting player must make 1-ball at foot spot apex of triangle the first object ball. He or she is credited with all balls scored on the break shot if the 1-ball is contacted first by the cue ball.

Subsequent Play: After the break shot, men players are required to play rotation pocket billiards—that is, they must make balls the objects in numerical order. (*See rotation pocket billiards.*) Women players are not compelled to play rotation. They may make any ball the first object and are credited with all balls pocketed on a legal stroke. They do not have to “call their shots.” All balls pocketed on kiss shots or combinations count for the player, but the man, playing rotation, must have hit the numerical object ball first.

Scoring: Players get points corresponding to the numbers of balls pocketed to their credit. The 5-ball, for example, gives the player or side, 5 points, etc.

Sixty-one points are game.

Spotting Balls: If a man pockets an object ball, not having hit first the numerical object ball, the pocketed ball or balls on that stroke are spotted. It ends his inning.

If any player scratches the cue ball in a pocket, the object balls pocketed on that stroke are spotted and the inning ends.

Balls are spotted in numerical order, from the foot spot back toward the foot cushion, as in rotation.

Cue Ball Scratch: If the cue ball is scratched in a pocket and no object balls are pocketed, the offending player loses his turn, but there is no penalty. Incoming player has cue ball in hand.

If the incoming player is a man and his numerical object ball is within the head string, the numerical object ball is spotted and man plays with cue ball in hand.

If a woman is the incoming player with cue ball in hand she may shoot at any object ball of her choice.

General Rules: Except as conflicting with above game provisions general rules for pocket billiards apply.

ONE-AND-NINE BALL

THE game of One-and-Nine Ball pocket billiards is played with a cue ball and fifteen object balls, with the rules of 14.1 continuous and rotation pocket billiards applying. Balls are racked as in rotation. (*See Diagram No. 8.*)

One-and-Nine Ball pocket billiards is a four-handed game. Players determine order of play by lagging for the break.

Purpose of Game: Balls are pocketed in rotation. Player who scores the 1-ball automatically becomes the partner of the player who scores the 9-ball. If the same player scores the 1- and 9-balls, he becomes the partner of the player who pockets the 10-ball, or the 11-ball, if the 10-ball is off the table. The partners who score 61 points first win the game.

In Case of Tie: If, when all the balls are pocketed, each side has 60 points, the player who pocketed the last ball places that ball on the foot spot and has the cue ball in hand within the head string. He continues his inning. Play continues until one side pockets the lone ball on the table.

BASEBALL POCKET BILLIARDS

THIS game is played with twenty-one object balls, numbered from 1 to 21, and a white cue ball. The object balls are racked at the foot spot (in a 21-ball triangle). The 1-ball is placed on the foot spot, which is called "home plate." The 2- and 3-balls, respectively, are placed at the left and right corners of the triangle. The 9-ball, called the "pitcher," is placed near the center of the rack. (See Diagram No. 16.) Starting player has cue ball in hand.

Scoring: Players are credited with all balls legally pocketed. Each player has nine shots or innings at the table, which he plays in succession. In other words, each player continues at the table until he has had nine innings. An inning continues until a player misses or loses his turn as the result of a foul.

The number of runs scored correspond to the number on the balls pocketed by the player. If a player scores the 12- and 13-balls in one inning, he gets credit for twenty-five runs in that inning. Score is posted by innings on score sheet. The game ends when all players have completed nine innings of play.

The winner is the player with the most runs after all have played.

Start of Play: Rotation of play may be determined by lag or lot. Starting player has cue ball in hand within the string. The starting player is credited with all balls scored on the break shot. After the break, he continues, but must "call his shots"—ball and pocket.

Subsequent Play: Incoming players have balls racked and proceed as above, playing nine innings.

Baseball Pocket Billiards

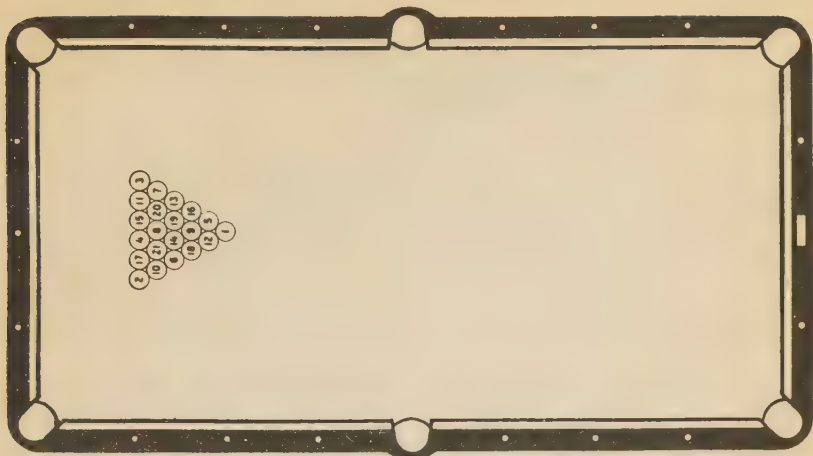


Diagram No. 16

Spotting Balls: If a player pockets a ball and makes a scratch, the object ball must be spotted on the “home plate” (foot spot). If home plate is occupied, balls are spotted according to general rules for spotting balls in pocket billiards.

Scratches: If the player scratches, it completes his inning and an “O” is placed in that inning on the score sheet. He then plays the next inning. If a scratch is made and no object ball is pocketed, it is still regarded as a scoreless inning. Scratches are penalized by forfeit of all balls pocketed on foul stroke, plus last called ball legally pocketed. If player has no balls to his credit, he spots next called ball scored.

Call Shots: If a player makes a called ball as designated, all other balls pocketed on the same stroke accrue to his credit. If he fails to pocket the called ball, however, and other balls drop in pockets, the pocketed balls are spotted, it counts as a scoreless inning and player continues, unless miss occurred in ninth inning.

Nine Innings: Any number of players may play baseball pocket billiards, but before the game is complete, all players must have nine innings at the table, but if a player runs all the balls before he completes nine innings of play, the balls are re-racked and player continues until he completes nine innings, and his total score is posted.

General Rules: Unless conflicting with provisions for this game, the general rules of pocket billiards apply to baseball pocket billiards.

EQUAL OFFENSE

The new game that was introduced at the U.S. Open and described in the most recent issue of *National Billiard News*, is both interesting and challenging, according to those that have tried it. Although copyrighted by Proprietor Member Jerry Briesath, he has placed no restrictions on its use. It is designed for individual or team league play, and handicaps and averages are easily established. The rules are listed below. Try it.

The Game: Equal Offense is played with a cue ball and 15 object balls, numbered 1 through 15. It may be played with one person against another, with partners or teams.

Object of Game: To pocket the highest number of balls (up to 200 in championship play) in a predetermined number of innings (10 innings for championship play).

Rack: Balls are racked in a triangle at the foot spot on the table. In championship play the referee draws a pencil line from the foot spot to the exact center of the foot rails to assure accuracy in racking the balls. He also draws a line on the cloth around the triangle to again assure accuracy of the triangle. A ball inside the line or extending over it interferes with the rack and should be placed on the head spot. After the referee has racked the balls and stepped back from the table, he shall not re-rack the balls, whether requested or not.

Break: Contending players lag for the break. Winner of lag has option of shooting first or second. Shooting order for subsequent innings is determined by scoring results of the preceding inning—player with the higher score shooting first. In the event of a tie inning, the order of shooting for the next inning is the same as that of the preceding inning; the order does not change.

Starting player has free break. The object of the break is to spread the object balls in order to facilitate a “perfect” inning (i.e., 20 balls in championship play). The beginning player may scratch on the break without penalty. Whether he scratches or not, he has cue ball in hand after his break to begin his half of an inning.

Any balls pocketed on the break are spotted.

The first player’s half of the inning ends when he commits any foul, misses any called shot, scratches, or runs the predeter-

mined number of consecutive balls (20 in championship play). 14.1 rules apply.

The balls are then re-racked and the second player commences his half of the inning in the same manner as the first player did. After the second player has either run the maximum number of balls allowed per half inning, committed a foul, missed any called shot, or scratched, the first inning ends. Subsequent innings are played in the same manner.

Scoring: Game may be played to any maximum score, inning, or time requirement set by officials or tournament sponsors.

Ties are played off in “sudden death” play.

Variations:

1. Player may be allowed one or two misses, fouls or scratch in his half of the inning.
2. The number of balls required to be pocketed per inning may be reduced or increased.
3. The number of innings may be reduced or increased.
4. A time allocation per one-half inning may be established.

POKER POCKET BILLIARDS

The Game: Poker pocket billiards is played with a white cue ball and a special set of sixteen object balls.

Fifteen of the object balls are numbered from 1 to 15, while the sixteenth ball has a “J” marked on two sides. Three of the numbered balls are also marked with a “J”, which represents a “Jack,” as in poker played with cards.

Four of the numbered balls are marked with an “A” for ace; four are marked with a “K” for king, and the remaining four are marked with a “Q” for queen.

Start of Game: Rotation of play may be determined by lag or lot. The object balls are racked in any order on the foot spot in a 16-ball rectangle. (See Diagram No. 17.) Starting player has cue ball in hand.

Scoring: The object of the game is to get a better poker hand than your opponents. The best hand is four of a kind—four aces, for example. The next best hand is a full house; then three of a kind; then two pairs; then a straight (ace, king, queen, jack) and finally a pair (two of a kind).

No player is allowed to score more than five balls in a single inning. Balls pocketed legally remain off the table.

Poker Pocket Billiards

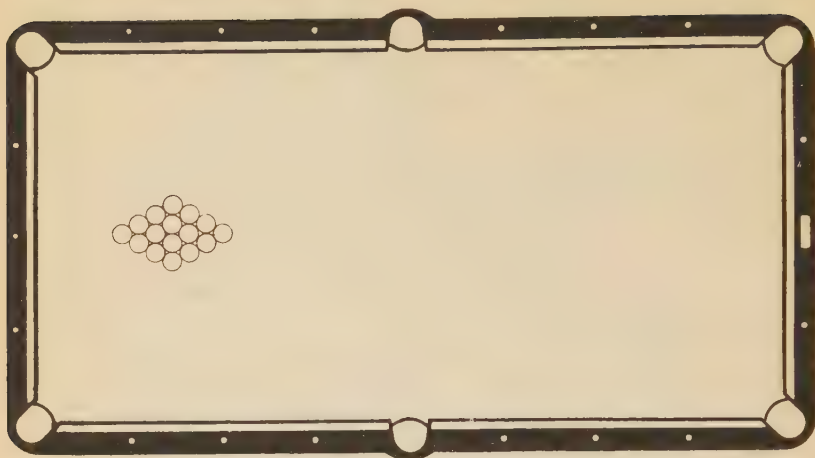


Diagram No. 17

The Break: Starting player is credited with all balls scored on the break shot, providing he doesn't foul. If he counts, he continues shooting until he misses or pockets the limit of five balls allowed in one inning.

Incoming Player: Incoming player accepts balls in position and is limited to five scores in a single inning.

Number of Players: Two or more players can play.

Game Ends: Game ends when all the balls have been legally pocketed. For example, one player may have five balls to his credit. Another may have three scores. A third player may have four balls in his "hand." A fourth player may have two counts. In this event, two object balls remain on the table. The player with five balls to his credit can continue to shoot in turn, spotting a ball from his hand each time he pockets a ball. He continues to pocket and spot balls in an attempt to better his hand, until he misses or scores the limit of five balls in an inning. The player with four counts to his credit, shooting in turn, can

pocket a fifth ball and continue to shoot for the lone ball on the table in an effort to better his hand, spotting a ball each time he pockets one. He continues until he misses.

A player with three balls to his credit, however, with only two object balls on the table, ends the game if he pockets the two balls. In other words, he doesn't spot a ball after scoring, since he has only five counts to his credit.

Order of Finish: When all the balls are pocketed to end the game, players make the best poker hand out of the balls to their credit. A player with only three balls—if, for example, they are three kings—would win over a player who has five scores, but can get only two pairs out of his hand.

A player with one ball to his credit defeats a player with no counts.

A player with no balls to his credit finishes ahead of a player with no counts, who owes a ball as the result of a foul.

Deliberate Miss: It is obvious that if a player, who has five balls to his credit, cannot better his hand by pocketing the balls on the table, he will miss deliberately rather than pocket a ball that will not better his hand. In making a deliberate miss, player must drive an object ball to a cushion or cause the cue ball to hit a cushion after striking object ball. Failure is a foul.

Penalties: Players are penalized one ball for each foul. If a player fouls with no balls to his credit, he owes one to the table. If a player is forced to spot a ball from his hand as the result of a foul, he can choose the ball he wants to spot.

Fouls: A player has fouled in poker pocket billiards when:

1. He fails to hit an object ball.
2. He pockets the cue ball.
3. Drives the cue ball off the table.
4. Fails to have one foot on the floor when stroking.
5. Touches the cue ball except with the tip of the cue on a legitimate stroke or touches any object ball on the table, except on legal contact by the cue ball.
6. Fails to comply with rule on "deliberate miss." (Above.)

General Rules: When not in conflict with specific game provisions, the rules of 14.1 continuous pocket billiards apply.

Wild Games: 1. By agreement, players can make the "J" ball "wild," players pocketing the "J's" designating them as any

"card" they wish when the "hands are laid down" at the conclusion of the game. For example, a player with three "A" balls (aces) and a "J" ball (jack, which is wild) can call his hand "four aces."

2. Players may draw a ball from the shake bottle, the number of which is kept secret from all the players until the game is over. At the conclusion of the game, the secret number is revealed. If, for example, the number corresponds to a "K" ball, all the kings are wild, players holding kings thus having the advantage of a wild card in finally calling their hands.

3. Each player can draw a number from the shake bottle, which makes all balls he scores of that number wild.

NINE BALL POCKET BILLIARDS

The Game: The game is played with a cue ball and 9 balls numbered one thru 9. Balls are racked in a diamond on the foot spot with the one ball at the apex of the triangle and on the spot the 2 ball on the left corner; three in the rear corner, four on the right corner and the nine ball in the center of the diamond behind the one ball. The object of the game is to legally pocket the nine ball—with the person or side accomplishing this purpose being declared the winner.

The Break: Option of break is determined by lag or lot. Person winning lag or choice can then determine whether he wishes to break or have his opponent break. When the opening shooter strikes the number one ball first the shot is legal and anything pocketed shall be scored for the shooter. From this point the shooter must always strike the lowest numbered object ball on the table. If this basic rule is complied with and no other fouls occur then anything pocketed is considered legal. No ball that has been legally pocketed shall be returned to the table as a result of fouls. Penalties shall be loss of turn only. When incoming players cannot hit lowest numbered ball on the table directly he must go to a rail and attempt to strike the ball first.

Optional Shoot Out Rule: When agreed before starting play the following rule may be in effect. When incoming player cannot hit the lowest numbered ball on the table directly, he may roll

the cue ball to a spot where the ball can be hit. His opponent then has the option of shooting or making the incoming player take the shot. If the incoming player takes the shot and fails to hit the lowest numbered ball then his opponent has the cue ball in hand, and can start from any position on the table to shoot at the lowest numbered object ball on the table.

In all cases of consecutive games—loser of game becomes breaker in next game.

ONE POCKET

The Game: The game is played with a cue ball and fifteen numbered balls. The balls are racked with a regular triangle at the foot spot of the table. Option of break is determined by lag or lot, and prior to the opening shot one pocket at the foot of the table is selected by the winner of the lag as the pocket he will use, the other person or side will then use only the other pocket at the foot of the table.

The Break: The opening player may try to legally pocket any of the fifteen object balls in the pocket he has chosen. A ball pocketed elsewhere is not considered legally pocketed and is returned to the foot spot. A player continues shooting until he does not legally pocket a ball in his designated pocket. When shooter misses, the incoming player accepts the balls in position and tries to pocket any of the object balls in his designated pocket. First player to legally pocket eight balls in the pocket assigned him shall be declared the winner of the game.

In all cases of consecutive games, loser of game becomes breaker in next game. A legal safety as per rules of 14.1 must be played on each defensive shot. On the opening break only the cue ball or one object ball must be driven to the rail after initial hit.

If a player pockets a ball in his corner and at the same time pockets another ball in another pocket than his opponent's, it is respotted after the shooter's innings has been completed. If this ball being held is the winning ball it is spotted after all balls are off the table. The shooter still in his turn at the table continues to play. If he misses, then his opponent has rightful turn to pocket the winning ball. Play continues until winning ball is legally pocketed.

AMERICAN SNOOKER

The Game: Snooker is played with twenty-one object balls and a white cue ball on a 5-by-10 or a 6-by-12 foot table. The game is also played on 4-by-8 and 4½-by-9 foot tables. A snooker table has pockets at each corner and at the center of the side rails. (*See snooker specifications, page 5.*)

Fifteen of the object balls are red. Each red ball has a scoring value of one.

The other six object balls are:

Yellow, with a value of 2.

Green, with a value of 3.

Brown, with a value of 4.

Blue, with a value of 5.

Pink, with a value of 6.

Black, with a value of 7.

The game may be played by individuals or sides. Highest score at the termination of the game determines the winner, the game ending when all the balls are off the table. The winning score is indeterminate, since points and forfeits enter into the final accounting.

Placement of Balls for Start of Game: The balls are placed for the opening of the game as indicated in Diagram No. 18.

Start of Play: Start of play may be determined by lag or lot. Original rotation of play prevails throughout the game.

Starting player has cue ball in hand, which in snooker means that he may put it in play from any point of his choosing within the "D". (*See Diagram No. 18 for 6x12 ft. table. See Diagram No. 19 for 5x10 ft. table.*)

On the opening stroke, starting player must contact a red ball first. He is entitled to any and all red balls made on the opening stroke (break shot). On this opening break a player is required to drive one red ball to a rail or into a pocket and have cue ball touch a rail after making contact with a red ball. Failure to accomplish above is a foul and penalized as are all fouls with forfeiture of 7 points.

Subsequent Play: If the starting player pockets a red ball on the break shot, he is entitled to that ball and is credited with one point.

After scoring the red ball, his next object is a numbered ball. He must, however, call the numbered ball which is "on"—that is, he must announce which numbered ball he intends to score. He does not have to call the pocket. If the player scores the

American Snooker (6x12 Ft. Table)

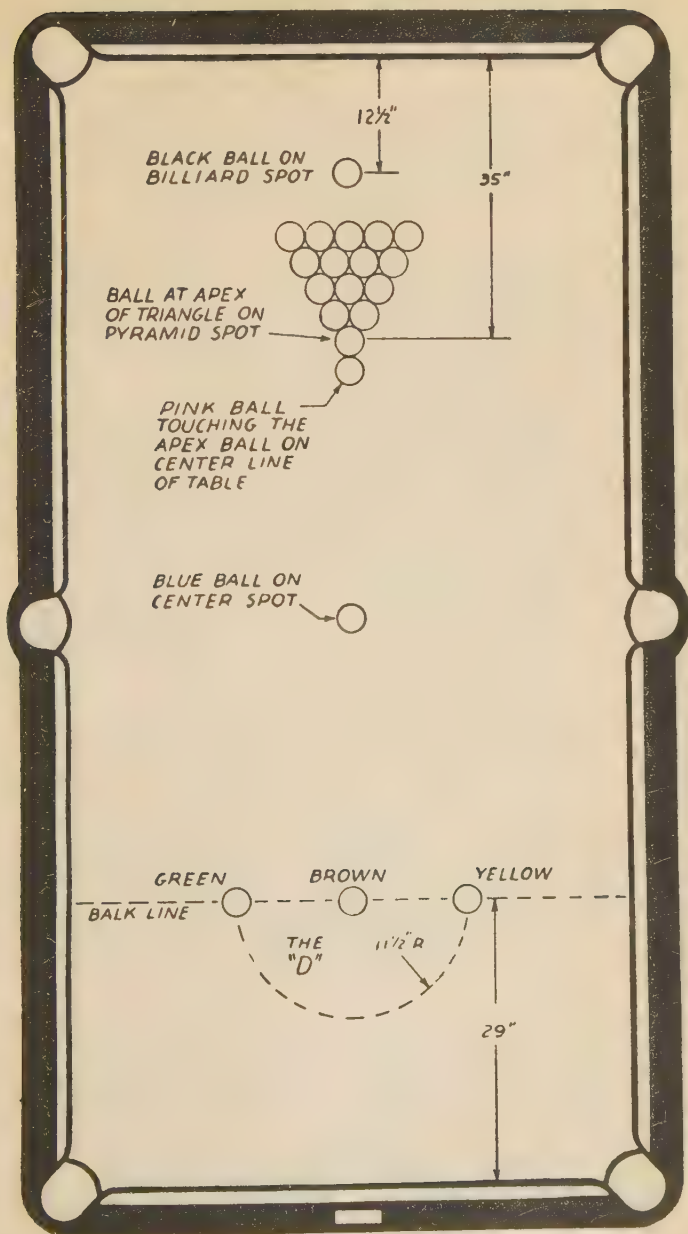


Diagram No. 18

American Snooker (5x10 Ft. Table)

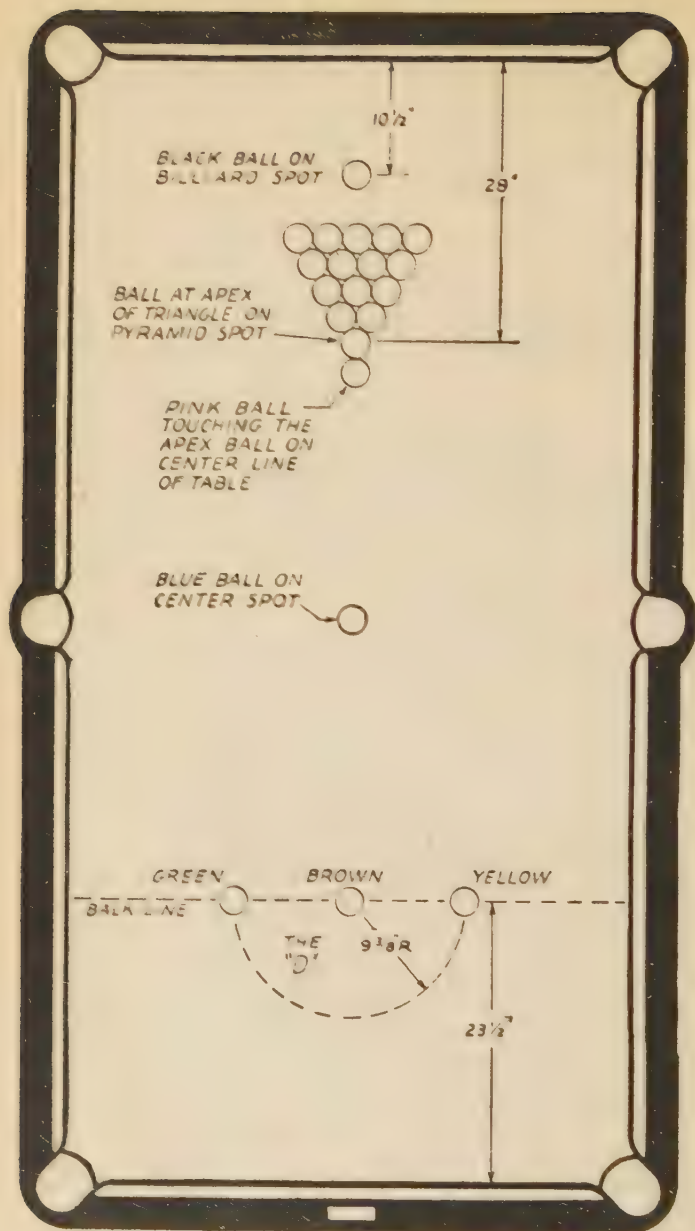


Diagram No. 19

called object ball, he is credited with that ball and gets points according to the scoring value of that ball.

As he continues play, he makes a red ball and a numbered ball his objects alternately. He does not have to call his shot on the red balls. He must, however, call the ball (not the pocket) when playing on a numbered ball.

Cue ball remains in play where it came to rest after preceding stroke, unless a player has fouled. Incoming player accepts balls in position, making a red ball his first object.

Spotting Balls: Red balls are never spotted, even if they are pocketed illegally or driven off the table.

Numbered balls scored, while reds remain on the table, are spotted on their original spots.

If a player pockets a numbered ball, he must spot that ball before he plays his next shot.

If, however, the ball's original spot is occupied by another ball, ball to be spotted is placed on the next lowest spot. For example, if the black ball is pocketed and its spot is occupied, the black ball is placed on the pink spot. If the pink spot is occupied, it is placed on the blue spot, and so on. If the yellow ball is pocketed and its spot is occupied, the yellow ball is placed on the black spot, or the pink spot, or the blue spot, in that order.

If all spots are occupied, numbered ball to be spotted is placed as close as possible to its spot, between that spot and the foot cushion.

Scoring: At the conclusion of each inning, player records points scored on the score string or on a score board. Player gets one point for every red ball scored and is credited with points according to the value of numbered balls he scores.

Reds Off Table: When all the red balls are off the table, players proceed to pocket the numbered balls in rotation, according to their numerical value. When the reds are off the table, numbered balls remain in pockets after having been lawfully scored. However, numbered balls pocketed by a foul stroke are not deemed to have been lawfully pocketed, and shall be re-spotted. When only the black ball is left, the first score or foul ends the game. When the score is equal following the scoring, then the 7 ball is spotted and the players draw lots for choice of playing at the spotted 7 ball from within the D. The next score or foul ends the game.

Jumped Balls: If the cue ball jumps the table, it is a foul. Incoming player has cue ball in hand. Numbered balls scored on a foul stroke are spotted. Fouling player cannot score on the foul stroke. If the red ball is pocketed by the cue ball which jumps the table or as the result of combinations on the same stroke, the red ball remains in the pocket. Player is not credited with points for pocketed red balls on a foul stroke.

If a numbered ball is forced off the table, it is respotted. If player scored on a red ball and then as the result of the same stroke caused a numbered ball to jump the table, the numbered ball is spotted, player continues play and is credited with red ball scored.

If a player scored the called numbered ball and then as the result of the same stroke causes another numbered ball to jump the table, both numbered balls are spotted, player is credited with score for called numbered ball and continues play.

If player forces object ball off the table, without having scored, he loses his inning. No penalty applies.

If player scores a red ball and then as a result of the same stroke causes another red ball to jump the table, player continues, he gets credit for scored red ball and the red ball forced off the table remains off the table.

If lighting fixtures are directly above the table and ball forced off table strikes fixture and returns to the table, it remains in play where it comes to rest on the table.

Ball on Edge of Pocket: If a ball stops on the edge of a pocket and then falls into the pocket because of vibration, it shall be replaced on the edge of the pocket. However, if it balances momentarily on the edge and falls in, it shall stay in the pocket, full credit going to the striker for the ball pocketed. If the ball drops in the pocket while the striker is shooting, the ball shall be replaced and the stroke played again. spotted, page, 101.)

Ball on Rail: If a ball jumps the table, rides a rail and returns to the table, it remains in play where it came to rest. It is not considered a jumped ball.

If a ball jumps the table and remains on a rail, it is considered a jumped ball. Rules for jumped balls apply.

Call Shots: A player shooting at a red ball does not have to call his shot. A player shooting at a numbered ball, must call the ball, but is not compelled to call the pocket.

Balk No Protection: In snooker, if the player has the cue ball in

hand, he may elect to shoot at any ball he is on. In other words, the balk area—within the head string—is no protection for an opponent. If, for example, a lone object ball is within the head string, player does not have to spot that ball. He may play from within the “D” at a ball in balk.

Proper Spotting: A player, shooting after a numbered ball has been pocketed, must see that the ball is properly spotted before he shoots again. If he plays while balls are improperly spotted, and opponent calls the error, it is a foul. Player loses inning and is penalized.

If, however, he shoots and scores with balls improperly spotted and error is not detected before he shoots again, he continues play. If he shoots and misses under these circumstances, he merely loses his inning at the table.

Time Limit on Protest: If a player shoots while balls are improperly spotted, opponent must announce foul before a subsequent stroke. In other words if a player shoots with balls improperly spotted and scores, opponent must declare foul before offending player makes another stroke.

Two Balls Same Stroke: Two balls, other than two reds, cannot be pocketed on the same stroke.

Two balls, other than two reds, must not be struck simultaneously.

If a player pockets a red ball legally and on the same stroke pockets a numbered ball, he has fouled. He cannot score as a result of that stroke and he loses his inning, plus the penalty. The red ball remains down and the numbered ball is spotted. The same applies if a player pockets a called numbered ball and pockets another numbered ball on the same stroke.

If a player strikes two balls simultaneously, other than two reds, it is a miss and ends his inning. No penalty applies.

Cue Ball Touching: If the cue ball is touching another ball, the striker may play the cue ball on the touching ball, or he may, if he chooses, play away from touching ball, provided he strikes a legal object ball. If he decides to play a safety off the touching ball, he must drive touching ball to a cushion or cause the cue ball to strike a cushion after moving the touching ball.

Snookered: A player is snookered when he cannot shoot in a straight line at a ball that he is on, because of the placement of other balls on the table. For example, if a player is on the red

balls and one or more numbered balls block his path in a straight line to all red balls on the table, he is snookered. If he is on the numbered balls and the red balls block his path in a straight line to all of the numbered balls, he is snookered.

When a player is snookered, he is still compelled to strike first the ball or balls which he is on, banking the shot if he must. To make it a legal shot the shooter must also drive "on" ball to the rail or have cue ball touch rail after hitting "on" ball. Penalty is loss of 7 points as with other fouls.

If a player is snookered with regards to the reds, he must hit first one of the red balls on the table, If he contacts a numbered ball first, he has fouled.

If a player is on the numbered ball when snookered, he must nominate (call) the numbered ball he is on, and he must strike that ball first before hitting any other object ball on the table. Failure is a foul.

If a snookered player, seeking to hit a ball he is on, fails to hit any ball on the table, he has fouled.

A player is also snookered when in seeking to pocket the numbered balls in rotation (with all the reds off the table), he cannot shoot in a straight line to the numbered ball which he is on. If he fails to hit first the ball which is on, he has fouled. If, in attempting to hit first the ball which is on, he fails to hit any ball on the table he has fouled.

Cue Ball Angled: The cue ball is angled (and player is snookered) when cue ball is placed in such a position in the opening of the pocket that the player cannot shoot in a straight line at the ball or the balls that are on, because the end of the cushion interferes. If cue ball is angled on a foul, incoming player has cue ball in hand. Otherwise snooker rules apply. (See "Snookered" page 101.)

Snooker; Procedure After a Foul: After any foul the incoming player has his choice of taking or refusing the next shot, whether he is snookered or not. If the shot is refused, the opponent is compelled to shoot again. Each time he continues to foul, a penalty of 7 points is forfeited and the incoming player still has the option of taking or refusing the next shot. The inning is not complete until a legal shot has been made or the incoming player chooses to accept the next shot even though a foul has been committed.

Safety: Safety play is legal in snooker billiards. In attempting a safety, player must drive a red ball on or a numbered ball he

calls as on, as the case may be, to a cushion, or cause the cue ball to strike a cushion after hitting ball which is on. A player cannot pocket a ball and call a safety.

Push Shot: A push shot is allowed, providing cue does not strike cue ball more than once.

Intentional Miss: A player not endeavoring to strike the ball on shall forfeit seven points. Failing to make a legal shot on his next turn the player shall forfeit an additional seven points and his opponent shall have the option of accepting the shot as it lies or of compelling him to play until he executes a legal shot.

Foul Strokes: A player violates the rules by the following acts:

1. Touching the cue ball more than once with the tip of the cue on the same stroke.

2. Scratching a cue ball in pocket.

3. Forcing a cue ball off the table.

4. Playing when both his feet are off the floor.

5. Playing before the balls have come to a stop.

6. Playing with the wrong ball.

7. Playing before the balls are spotted.

8. Playing when balls are wrongfully spotted. (See "Proper Spotting" page 100-101.)

9. Striking or touching the cue ball or an object ball, except as he strokes legally on the cue ball.

10. Interfering with the movement of a ball with his cue, his hand, arm, elbow or clothing, etc.

11. Playing improperly when cue ball is in hand.

12. Playing out of turn.

13. Causing cue ball to strike a ball that is not on.

14. Making a miss (failing to hit any ball).

15. Pocketing two balls, other than reds, on the same stroke.

16. When cue ball does not force a proper object ball to a cushion or pocket; or does not touch a rail after making contact with a proper object ball.

(Generally, by any stroke or act in contravention of the rules.) (See 14.1 Pocket Billiards general rules and Carom Billiards General Rules) All fouls are penalized by forfeiture of seven points. In other words, if a player fouls his score remains the same, but seven points are added to his opponent's score.

17. Playing an illegal safety.

Action on Fouls: A foul must be claimed by the non-striker or announced by the referee, before the player committing the

foul makes a subsequent stroke, unless the foul automatically applies against the offending player. Otherwise, it is condoned. (Example: If the striker plays with the balls improperly spotted, he continues play if the foul is not detected before he makes a second stroke in the same inning.)

Fouls Detected: When a foul is claimed and proved against a player at the table:

1. He cannot score.
2. He loses his turn.
3. He loses the right to snooker his opponent.
4. He forfeits points as exacted by the rules.

Penalties: Penalties for fouls in snooker are exacted by forfeitures. An offending player forfeits points to his opponent, which are added to the opponent's score. Forfeitures are never deducted from the offending player's score. For example: If player A has 56 points and Player B has 63 points and Player B fouls and forfeits seven points, the score would then be: Player A, 63 points; Player B, 63 points.

Forfeits for Fouls: All fouls, regardless of the foul, are penalized by a forfeiture of seven points. In other words, if a player fouls, his score remains the same, but seven points are added to his opponent's score.

All basic rules are the same as for American Snooker, except that fouls committed when a red ball or any numbered ball of 4 or less results in a penalty of four points. Fouls committed when the object ball is 5, 6, or 7 shall result in a penalty equal to the face value.

GENERAL INSTRUCTIONS FOR THE REFEREE

The referee is in complete charge of the game at all times.

He makes all decisions and they are final, unless the penalized player cites rules that substantiate a protest, in which case the referee may reverse his decision.

The referee has the power to disqualify a player for unsportsmanlike conduct, or for tactics, attitude, or conduct considered detrimental to the game.

The referee must be alert to prevent errors, fouls, and interference.

The referee directs the scorekeeper in accurate recording of

play.

If tournament is underwritten, the sponsor has the privilege of appointing the referee.

The referee, under penalty of forfeiting his entire financial compensation for the tournament, cannot wager on the result of a game, the ability of a given player to score a stated number of points in a given game, or on the final standing of the tournament.

Three-Cushion Instructions

The referee shall call all fouls and safeties, except in the case of a player shooting with the wrong ball, where it shall be the duty of the non-striker to call attention to the referee that his opponent has played the wrong ball. In such cases, the striker shall be entitled to all points made previous to the stroke on which he is detected.

If, in the opinion of the referee, a player is consuming time unnecessarily or is obviously employing dilatory or ungentlemanly tactics to disturb or disconcert his opponent, or if it is obvious to the referee that a player using any of the above tactics is establishing a harmful impression of championship billiards from the viewpoint of a spectator, the referee is vested with the authority to either penalize the player by deducting not more than five points from his score, or, for a repetition of an offense or for any extreme offense, to forfeit the game to the player's opponent.

In the event of the balls coming to a freeze after the referee has ruled on the condition, the shooter *must* provide an open space for the referee to confirm his original decision. The same rule applies when the balls have been declared frozen and subsequently open up.

Snooker Instructions

The referee shall not give advice or express an opinion on points affecting play.

The referee shall not offer an opinion as to whether there is room for a ball to be spotted if pocketed by a stroke about to be played.

In the event of player playing from hand improperly placing the cue-ball outside the limits of the "D," the referee shall not warn him before the stroke is played, but shall immediately afterward penalize the player seven (7) points.

While a referee must never give advice or warn a player before a stroke is played, he shall at any time, on an appeal by a player, decide any question of fact connected with the play.

Hall of Fame

In 1965, the Board of Directors of the Billiard Congress of America established the BCA Hall of Fame. Among its various purposes the BCA Hall of Fame was established to: Maintain the historical records of the sport of billiards, collect items relevant to the history of billiards and bestow honor upon those individuals who have made outstanding contributions to the sport of billiards via their election to the BCA Hall of Fame. Pictured below are those who have the distinct honor of membership in the BCA Hall of Fame.

**Jake
Schaefer, Sr.**



"A player whose super-brilliance with a billiard cue won for him the sobriquet of 'Wizard'..." so runs the lead of a 1909 newspaper article singing the praises of JAKE SCHAEFER, SR. From the last quarter of the 19th century through the first decade of the 20th, Schaefer, Sr. was one of the most feared names in Balkline Billiards. Derivations of the game were invented just to stymie his genius—all unsuccessfully. He traveled throughout

the world winning matches and gathering fans. In 1908, though desperately ill, he won his last championship in Paris, gamely coming from behind to run out the final game with a record run of 155.

**Willie
Mosconi**



For most people, the name WILLIE MOSCONI and the sport of Pocket Billiards are synonymous. And rightly so, since from 1940 through 1957 Mosconi had a near-stranglehold on the World Title, winning it 15 times in that period. Born in Philadelphia in 1913, Willie was a prodigy with the cue by the age of seven. At 20, he embarked on a hectic cross-country exhibition tour with his idol, Ralph Greenleaf, then World Champ and at the

height of his game. The result, 57 wins for Greenleaf, an amazing 50 wins for the young Mosconi. One of the most astounding of Mosconi's many records is his yet-unbroken exhibition high run of 526 balls!

Jake Schaefer, Jr.



Hard as it is to believe, billiard historians rank JAKE SCHAEFER, JR. as an even greater Balkline player—probably the greatest competitor ever to wield a cue in that one-popular phase of the sport of billiards. His best game average of 400 from the break is unprecedented. Young Jake was the world champion 18.2 Balkline player in 1921-22, 1925, and 1929-33. He held the 18.1 Balkline honors in 1926-27. In 1937, he captured the 28.2 title. In

the game of 18.2, young Jake holds three records which have never been approached, much less broken. High run, match, 432. Grand average, tournament, 57.14. Grand average, match, 93.25.

Herman J. Rambow



Called the Stradivari of his trade by those who know, HERMAN J. RAMBOW crafted custom cues for the greatest players in billiards over the course of a 65-year career. Captains of industry and celebrities of the entertainment world also beat a path to his door to have the privilege of paying from \$50 to \$300 for one of his perfectly-balanced "Rambow Specials." It was Herman who perfected the jointed cue by inserting a counter-

sunk-screw in the recessed butt end, making an extra-sturdy connection. Only death at age 86 stopped the craftsman from his labor of love. To billiard cognoscenti the world over, there will never be another Rambow.

Welker Cochran



WELKER COCHRAN, a champion who trained for his billiard matches with the same intensity as a professional boxer, won his first of two 18.2 Balkline titles in 1927. He later went on to become the Three-Cushion champion six times in the 30s and 40s.

Like many stars of the sport, Cochran learned the game in his father's billiard establishment, and he became the protege of Frank Gotch, the wrestler, who sent young Cochran to Chicago to hone his playing talents.

Ralph Greenleaf



Fourteen-time World Pocket Billiard Champion, RALPH GREENLEAF, possessed all the flash and flair of a natural showman. With his beautiful actress wife, Princess Nai Tai Tai, the handsome Greenleaf put together a sparkling trick-shot performance and toured the vaudeville circuit in the 20s and 30s.

The audiences watched him perform his spectacular shots by looking at a huge mirror suspended on stage over the playing table.

Greenleaf won his first Pocket Billiard championship in 1919 and his last one in 1937.

Benjamin B. Nartzik



BENJAMIN B. NARTZIK will always be remembered for his tireless crusade to revive billiards from its severe doldrums in the 1950s. Nartzik deserves a lion's share of the credit for ridding the game of its "pool hall" image and re-establishing its status as a "gentleman's sport." Under his leadership, the BCA was able to help both the Boys Club of America and the Association of College Unions to organize billiard programs and run successful annual tournaments. Nartzik recognized the potential of the industry and bought the National Billiard Chalk Co. of Chicago.

Alfredo DeOro



The career of the distinguished Spanish champion, ALFREDO DeORO, encompassed both Three Cushion and Pocket Billiards and spanned the closing decades of the 19th century and the opening decades of the 20th.

DeOro, who served in his country's diplomatic corps, first gained the Pocket Billiard crown in 1887. He was to repeat the achievement 16 times in the next 25 years. DeOro held the Three-Cushion title 10 times from 1908 through 1919.

In 1936, at the age of 71, DeOro came out of retirement—but lost to Willie Hoppe.

William F. (Willie) Hoppe



WILLIAM F. (WILLIE) HOPPE, whose brilliant career was one of the longest in the annals of the sport, is considered by many to be the greatest all-around billiard player of any era.

In 1906, at the tender age of 18, Hoppe won his first world's title by defeating the renowned French champion. Maurice Vignaux, at 18.1 Balkline in a dramatic series of matches in Paris. He went on to win the 18.2 Balkline and Cushion Carom titles and years later, between 1936 and 1952, held the Three-Cushion title 11 times.

Charles C. (Charlie) Peterson



CHARLES C. (CHARLIE) PETERSON earned the title "Missionary of Billiards" for his untiring efforts to promote the game throughout the United States.

In addition to being the world's fancy-shot champion and, for years, holder of the Red Ball title, Peterson made scores of personal appearances at colleges and universities across the country and was the guiding spirit of the Intercollegiate and Boys' Clubs of America tournaments.

Peterson died in 1962 at the age of 83, after a life devoted to winning friends for the sport of billiards.

Harold Worst



HAROLD WORST of Grand Rapids, Michigan was only 19 years old when he played the great Willie Hoppe, winner of 51 major billiard championships, in a demonstration game in Detroit in 1949. Hoppe soon took an interest in Worst's playing potential, and under his guidance, Worst won the world title for three-cushion billiards in Argentina in 1954, the youngest player to compete in world competition. He successfully defended this title

for many years.

John Wesley Hyatt



JOHN WESLEY HYATT, known as the father of the American plastics industry, was an inventor rather than a player, but his invention of the celluloid plastic billiard ball in 1868 revolutionized the billiard industry. Hyatt began his search for a suitable synthetic billiard ball material when a New York billiards firm offered a \$10,000 prize for a substitute for ivory. Hyatt's earlier attempts involved shellacking a paper pulp sphere and a ball

made of layers of cloth.

Johnny Layton



JOHNNY LAYTON, born in Sedalia, Mo., in 1891, won the world's three-cushion championship 12 times, defeating such champions as Willie Hoppe, Welker Cochran, Jake Schaefer, Jr. and Augie Kieckhefer in the 20's and 30's. Layton recorded the high three-cushion game mark of 50 points in 23 innings, a record which still stands today. He was credited with originating the method of using the diamond system, using table

markers to indicate direction of ball rebounds, a style that he perfected through application of his highly developed mathematical mind.

Frank Taberski



FRANK TABERSKI was born in 1889 and grew up in Schenectady, N.Y. At the age of 26, he attended a pocket billiard championship in New York City, and came home convinced he played as well as the champions. The next year, he entered and placed third behind Johnny Layton. From then on, he was almost invincible. In those days, 450 point challenge matches were the means of competition; the prize a ruby and diamond stud-

ded gold medal with the proviso that any one who won 10 consecutive challenge matches could keep it. Alfredo de Oro had come closest with five straight defenses. By 1918 Taberski had accomplished the impossible and the medal was his.

Billiards Champions and Records

CONTEMPORARY TOURNAMENTS

For records of tournaments no longer held, check the listings at the back of this section first and then prior editions of the BCA Official Rules and Record Book.

MEN'S DIVISION

Irving Crane	1966 Chicago, Illinois—Runner-up—Joe Balsis
Jimmy Caras	1967 St. Louis, Missouri—Runner-up—Luther Lassiter
Joe Balsis	1968 Lansing, Michigan—Runner-up—Danny DiLiberto
Luther Lassiter	1969 Las Vegas, Nevada—Runner-up—Jack Breit
Steve Mizerak	1970 Chicago, Illinois—Runner-up—Luther Lassiter
Steve Mizerak	1971 Chicago, Illinois—Runner-up—Joe Balsis
Steve Mizerak	1972 Chicago, Illinois—Runner-up—Dan DiLiberto
Steve Mizerak	1973 Chicago, Illinois—Runner-up—Luther Lassiter
Joe Balsis	1974 Chicago, Illinois—Runner-up—Jim Rempe
Dallas West	1975 Chicago, Illinois—Runner-up—Pete Margo
Tom Jennings	1976 Chicago, Illinois—Runner-up—Joe Balsis

WOMEN'S DIVISION

Dorothy Wise	1967 St. Louis, Missouri—Runner-up—San Lynn Merrick
Dorothy Wise	1968 Lansing, Michigan—Runner-up—San Lynn Merrick
Dorothy Wise	1969 Las Vegas, Nevada—Runner-up—San Lynn Merrick
Dorothy Wise	1970 Chicago, Illinois—Runner-up—Shelia Bohm
Dorothy Wise	1971 Chicago, Illinois—Runner-up—Geraldine Titcomb
Jean Balukas	1972 Chicago, Illinois—Runner-up—Madelyn Whitlow
Jean Balukas	1973 Chicago, Illinois—Runner-up—Donna Ries
Jean Balukas	1974 Chicago, Illinois—Runner-up—Mieko Harada
Jean Balukas	1975 Chicago, Illinois—Runner-up—Mieko Harada
Jean Balukas	1976 Chicago, Illinois—Runner-up—Gloria Walker

BCA U.S. OPEN POCKET BILLIARD CHAMPIONS



Tom Jennings — 1976



Jean Balukas — 1972-1976



Dallas West — 1975



Joe Balsis — 1974

1976 BCA U.S. OPEN PLAYER STANDINGS Men's Division

Standing	Player	Average Balls Per Inning	Prize Money
1	Tom Jennings	6.37	\$4,500
2	Joe Balsis	12.98	2,500
3	Dallas West	10.59	1,550
4	Danny DiLiberto	8.55	1,550
5	Wendell Weir	6.88	1,150
6	Mark Beilfuss	6.35	1,150
7	Larry Hubbart	8.34	900
8	S. E. Cloyd	3.95	900
9	Nick Varner	7.97	500
10	John Ervolino	6.75	500
11	Joe Gold	5.08	500

1976 BCA U.S. OPEN PLAYER STANDINGS (Continued)

12	Richard Riggie	4.43	500
13	Marshall Boelter	5.52	350
14	Lou Condo	5.05	350
15	Tetsuro Kakutch	4.07	350
16	Cisero Murphy	3.73	350
17	Paul Brienza	5.21	200
18	Bob Vanover	5.11	200
19	Ray Guilbeault	5.09	200
20	Tom Spencer	4.39	200
21	James Pomerleau	4.23	200
22	Mike Sardelli	3.51	200
23	Jack LaSavage	3.40	200
24	Dick Lane	3.08	200
25	Tom Kollins	7.51	100
26	Tom Cyr	3.83	100
27	Don Rose	3.82	100
28	Roland Stock	3.61	100
29	Larry Johnson	3.48	100
30	Willie Munson	3.33	100
31	William Lake	2.06	100
32	John Cianflone	1.20	100

Men's High Run: Dallas West — 134

1976 Women's Division

Standing	Player	Average Balls Per Inning	Prize Money
1	Jean Balukas	3.47	\$1,700
2	Gloria Walker	2.38	1,000
3	Geraldine Titcomb	2.25	500
4	Sari Adams	1.44	500
5	Billie Billing	1.63	250
6	Vicki Frechen	1.38	250
7	Bonnie Gums	1.86	200
8	Beth Marietta	1.37	200
9	Melissa Rice	1.88	100
10	Linda Smith	1.49	100
11	Sheila Bohm	1.41	100
12	Linda Haywood	1.25	100

Women's High Run: Gloria Walker — 31

1976 U.S. OPEN QUALIFIERS

Men's Division

December, 1975	- Japanese National Championships, Tokyo, Japan. Winner: Tetsuro Kakutoh.
Aug. 30-Sept. 1, 1975	- Labor Day Open, Velvet Rail Billiards, Lansing, Michigan.. Winner: Larry Hubbard.
Jan. 2-4, 1976	- BCA Grand Rapids Open, Crystal Cue, Grand Rapids, Michigan. Winner: Mark Beilfuss.
Jan. 8-11, 1976	- Hi-Cue Qualifier 1, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Pat Fleming. Qualifier: Mike Sardelli.
Feb. 12-15, 1976	- Hi-Cue Qualifier 2, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Steve Mizerak. Qualifier: Tom Jennings.
Feb. 28-29, 1976	- Chicago Open, Marie's Golden Cue, Chicago, Illinois. Winner: Marshall Boelter.
March 5-8, 1976	- Alaska State Pocket Billiard Championship, Crown Cue, Anchorage, Alaska. Winner: Bill Stock.
March 11-14, 1976	- Hi-Cue Qualifier 3, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Paul Brienza.



1976 U.S. Open Champions, Jean Balukas and Tom Jennings, are shown with Mike Asch of Hi-Cue Billiard Lounge, recipient of the BCA Proprietor of the Year award.

1976 U.S. OPEN QUALIFIERS (Continued)

- March 24-28, 1976 — BCA's 11th Annual Midwest Open, State & Madison Recreation, Rockford, Illinois. Winner: Nick Varner.
- March 24-26, 1976 — American College Unions—International, University of Wisconsin, Milwaukee Branch, Milwaukee, Wisconsin. Winner: John Cianflone.
- April 3-4, 1976 — BCA New England Championship, Cue & Billiard Lounge, Salem, Massachusetts. Winner: Larry Johnson.
- May, 1976 — 1976 Australian National Championship, Warren Simpson Billiards, Petersham, Australia. Winner: Lou Condo.
- May 8-9, 1976 — Chicago Open 2, Marie's Golden Cue, Chicago, Illinois. Winner: Wendall Weir.
- May 22-23, 1976 — BCA Cue & Billiard Championship, Cue & Billiard Lounge, Salem, Massachusetts. Winner: Raymond Guilbeault.
- May 28-31, 1976 — Billiard News National Open, Cushion 'n' Cue, Livonia, Michigan. Winner: Richard Riggie.
- June, 1976 — German National Championships, Verband Deutschen Billiard, Cologne, Germany. Winner: William Lake.
- June 4-6, 1976 — BCA Family Billiards Maine Open, Family Billiards, Scarborough, Maine. Winner: Tom Jennings. Qualifier: Jim Pomerleau.
- June 4-6, 1976 — BCA Cue-Nique Open Qualifier, Cue-Nique Billiards, Ltd., Madison, Wisconsin. Winner: Tom Spencer.
- June 10-13, 1976 — Hi-Cue Qualifier 4, Hi-Cue Billiards, Elizabeth, New Jersey. Winner: Richard Lane.
- June 10-13, 1976 — BCA's Atcheson's Arizona State Championship, Earl Atcheson's Billiard Room, Tempe, Arizona. Winner: Don Rose.
- June 11-13, 1976 — 1st Annual Chalk 'n' Cue BCA Sanctioned U.S. Open Qualifier, Chalk 'n' Cue, Joliet, Illinois. Winner: Willie Munson.
- June 16-20, 1976 — 1976 Southeastern 14.1 Bi-Centennial BCA U.S. Open Qualifier, Tampa, Florida. Winner: Tom Cyr.
- June 18-20, 1976 — Crystal Cue BCA Grand Rapids Open 2, Crystal Cue, Grand Rapids, Michigan. Winner: Tom Kollins.
- June 23-27, 1976 — California Straight Pool Open, Jointed Cue Billiards, Sacramento, California. Winner: John Ervolino.
- June 25-27, 1976 — BCA Family Billiards June Open Qualifier, Family Billiards, Scarborough, Maine. Winner: Jack LaSavage.
- July 1976 — Chicago Open 3, Marie's Golden Cue, Chicago, Illinois. Winner: Joe Gold.
- July 4-6, 1976 — Men's Bi-Centennial Major U.S. Open Qualifier, Velvet Rail Billiards, Lansing, Michigan. Winner: S. E. Cloyd.
- Nov. 28-30, 1975 — 1st Annual Michiana Open, Ted's Family Billiards, South Bend, Indiana. Winner: Jim Rempe. Qualifier: Bob Vanover.

Danny DiLiberto and Cisero Murphy also participated at the request of President Kim Gandy.

WOMEN'S DIVISION

Oct. 18-20, 1975	— 1975 U.S. Open First Timers, Velvet Rail Billiards, Lansing, Michigan. Winner: Vicki Frechen.
March 24-26, 1976	— American College Unions—International, University of Wisconsin—Milwaukee Branch, Milwaukee, Wisconsin. Winner: Melissa Rice.
April 3-4, 1976	— Chicago Open/Women's Division, Marie's Golden Cue, Chicago, Illinois. Winner Geraldine Titcomb.
Apr. 30-May 2, 1976	— Gold Crown Open, Gold Crown Billiard Club, New London, Connecticut. Winner: Gloria Walker.
Apr.-June, 1976	— Western New York Women's Pocket Billiard Championships, Bob "B" Kew Family Billiards, Kenmore, New York. Winner: Sari Adams.
May 28-31, 1976	— Billiard News National Open, Cushion 'n' Cue Billiards, Livonia, Michigan. Winner: Linda Smith.
June 17-18, 1976	— Hi-Cue Qualifier 1, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Billie Billing.
June 19-20, 1976	— Hi-Cue Qualifier 2, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Linda Haywood.
June 24-27, 1976	— Women's Open, Pasadena Billiard Lounge, St. Petersburg, Florida. Winner: Beth Marietta.
July 10-11, 1976	— Cue Nique Women's Qualifier, Cue Nique Billiards, Ltd., Madison, Wisconsin. Winner: Bonnie Gums.

Sheila Bohm also participated per the request of President Kim Gandy.

1975 U.S. OPEN QUALIFERS

Men's Division

Standing	Player	Average Balls Per Inning	Prize Money
1	Dallas West	8.19	\$10,000
2	Pete Margo	8.86	5,000
3	Steve Mizerak	15.26	2,200
4	Ray Martin	6.66	2,000
5	Allan Hopkins	7.26	1,400
6	Irving Crane	4.88	1,400
7	Lou Butera	10.40	1,000
8	Luther Lassiter	5.64	1,000
9	Mark Beilfuss	9.75	700
10	Dan Louie	7.77	700
11	Dick Lane	7.06	700
12	Steve Cook	7.28	700
13	Joe Balsis	9.67	500
14	Jim Rempé	7.82	500
15	Richie Florence	7.51	500
16	Herb Lehman	5.01	500
17	Pat Fleming	7.73	300
18	Paul Schofield	7.41	300
19	Ernie Lager	6.21	300
20	Masaru Hanatani	5.73	300
21	Roger Boucher	5.43	300
22	Bob Vanover	4.33	300
23	Jack Colavita	4.29	300
24	Larry Lisciotti	3.69	300
25	Tom Spencer	6.86	200

1975 U.S. OPEN QUALIFIERS (Cont.)

Standing	Player	Average Balls Per Inning	Prize Money
26	Max Klindtwort	6.43	\$ 200
27	Tom Jennings	6.28	200
28	Cisero Murphy	5.26	200
29	Ernie Costa	4.69	200
30	John Duclos	3.80	200
31	Robert Jewett	2.97	200
32	Udo Moers	1.26	200
High Run: Steve Mizerak — 139			

Women's Division

1	Jean Balukas	3.54	\$ 3,150
2	Mieko Harada	2.58	1,500
3	Gerry Titcomb	2.14	800
4	Becky Brown	1.81	800
5	Palmer Byrd	2.14	600
6	Sheila Bohm	1.77	600
7	Sandy Patarino	1.81	400
8	Marcia Girolamo	1.75	400
9	Gail Breedlove	2.55	250
10	Madelyn Whitlow	2.48	250
11	Gloria Walker	1.76	250
12	Pat Thornton	1.57	250
13	Bonnie Gums	1.55	150
14	Anne Mayes	1.50	150
15	Debbie Bloss	1.32	150
16	Lee Boyar	1.30	150

High Run: Jean Balukas — 39

1975 U.S. OPEN QUALIFYING TOURNAMENTS

Men's Division

Aug. 31-Sept. 2, 1974	— Labor Day Open, Velvet Rail Billiards, Lansing, Michigan. Winner: Dan Louie.
Oct. 25-27, 1974	— Trenton's 1st Regional Pocket Billiard Tournament, Civic Center, Trenton, New Jersey. Winner: Paul Schofield.
Nov. 14-24, 1974	— Hi-Cue Qualifier 1, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Pete Margo.
December, 1974	— Japanese National Championships, Tokyo, Japan. Winner: Masaru Hatani.
Dec. 13-15, 1974	— New Jersey State Championship, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Allen Hopkins.
Jan. 20-Mar. 15, 1975	— Eastern United States Championship, Rack 'em Up Billiards, Richmond Hill, New York. Winner: Ernie Costa.
March 7-9, 1975	— Alaska State Championship, Crown Cue, Anchorage, Alaska. Winner: John Duclos.
March 11-14, 1975	— American College Unions—International, University of Maryland, Baltimore, Maryland. Winner: Robert Jewett.
March 29-31, 1975	— Missouri State Tournament, Columbia Billiard Center, Columbia, Missouri. Winner: Steve Cook.
April 4-6, 1975	— Chicago Open, Corner Pocket Billiards, Chicago, Illinois. Winner: Dallas West.
April 5-6, 1975	— BCA's New England Championship, Cue & Billiard Lounge, Salem, Massachusetts. Winner: Roger Boucher.
April 11-13, 1975	— 1975 BCA Empire State Open, Rack 'em Up, Inc., Richmond Hill, New York. Winner: Steve Mizerak.
April 18-26, 1975	— Hi-Q 1975 U.S. Masters Classic, Hi-Q Billiard Lounge, Toledo, Ohio. Winner: Larry Lisciotti.

1975 U.S. OPEN QUALIFYING TOURNAMENTS (Continued)

- May 2-4, 1975 — 10th Annual Midwest Open, State & Madison Recreation, Rockford, Illinois. Winner: Lou Butera.
- May 2-4, 1975 — Hi-Cue Qualifier 2, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Jack Colavita.
- May 9-11, 1975 — BCA New England Men's Open, Gold Crown Billiards, New London, Connecticut. Winner: Max Klindtwort.
- May 16-18, 1975 — Hall of Fame Billiard Lounge Open, Hall of Fame Billiard Lounge, Lansing, Michigan. Winner: Ray Martin.
- May 23-26, 1975 — Billiard News National Open, Cushion 'n' Cue, Livonia, Michigan. Winner: Richie Florence.
- May 30-June 1, 1975 — Hi-Cue Masters, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Ernie Lager.
- June 6-8, 1975 — Family Billiards BCA June Open Qualifier, Family Billiards, Scarborough, Maine. Winner: Tom Jennings.
- June 7-8, 1975 — German National Championships, Verband Deutschen Billiard, Cologne, Germany. Winner: Udo Moers.
- June 14-15, 1975 — Cue & Billiard BCA Open, Cue & Billiard Lounge, Salem, Massachusetts. Winner: Herb Lehmann.
- June 18-22, 1975 — California Straight Pool Open, Jointed Cue Billiards, Sacramento, California. Winner: Cisero Murphy.
- June 21-22, 1975 — National Junior Championships, Velvet Rail Billiards, Lansing, Michigan. Winner: Mark Beilfuss. Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Brian Asch. Qualifier: Mark Beilfuss.
- June 23-25, 1975 — 4th Annual Mississippi State Championship, Ken's Ball & Cue, Gulfport, Mississippi. Winner: Robert Vanover.
- June 27-29, 1975 — BCA's Family Billiards Maine Open, Family Billiards, Scarborough, Maine. Winner: Pat Fleming.
- June 27-29, 1975 — Southwest Regional BCA Qualifier, Albert Pick Motor Inn, Houston, Texas. Winner: Richard Lane.
- July 4-6, 1976 — Capital City Men's Open, Velvet Rail Billiards, Lansing, Michigan. Winner: Tom Spencer.

WOMEN'S DIVISION

- Jan. 24-26, 1975 — Ladies' New Jersey State Championship, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Bonnie Gums.
- Feb. 13-15, 1975 — Florida State Championship Tournament, Cue 'n' Cushion Billiards, Miami, Florida. Winner: Patricia Thornton.
- Mar. 11-14, 1975 — American College Unions—International, University of Maryland, Baltimore, Maryland. Winner: Debra Bloss.
- Mar. 22-23, 1975 — Women's Open Tournament Qualifier, Marie's Golden Cue, Chicago, Illinois. Winner: Rebecca Brown.
- Apr. 3-6, 1975 — 1975 Women's International Pocket Billiard Classic, Notre Dame University, South Bend, Indiana. Winner: Marcia Girolamo.
- May 2-4, 1975 — BCA Major Women's New England Open, Gold Crown Billiards, New London, Connecticut. Winner: Gloria Walker.
- May 23-26, 1975 — Billiard News National Open, Cushion 'n' Cue, Livonia, Michigan. Winner: Madelyn Whitlow.
- May 31-June 1, 1975 — Hall of Fame Billiard Lounge Midwest Open, Hall of Fame Billiard Lounge, Lansing, Michigan. Winner: Palmer Byrd.
- June 14-15, 1975 — Wisconsin State Women's Qualifier, Cushion and Cue, Cudahy, Wisconsin. Winner: Geraldine Titcomb.
- June 19-22, 1975 — Southeastern BCA Women's Qualifier, Baker's Billiards, Tampa, Florida. Winner: Anne Mayes.
- June 21-22, 1975 — Women's Masters U.S. Open Qualifier, Hi-Q Billiards, Toledo, Ohio. Winner: Sheila Bohm.
- June 21-23, 1975 — California Women's U.S. Open Qualifier, Mother's Family Billiards, Sherman Oaks, California. Winner: Lee Boyar.
- June 27-29, 1975 — Ladies' Eastern U.S. Open Championship, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Sandra Patarino.
- July 4-6, 1975 — Women's Capital City Open, Velvet Rail Billiards, Lansing, Michigan. Winner: Gail Breedlove.

1974 U.S. OPEN PLAYERS STANDINGS

Standing	Player	Average Balls Per Inning	Prize Money
1	Joe Balsis	13.28	\$ 8,000
2	Jim Rempe	11.92	4,000
3	Jack Colavita	9.01	2,000
4	Danny DiLiberto	7.59	2,000
5	Steve Mizerak	13.54	1,600
6	Ray Martin	8.72	1,400
7	Lou Butera	10.40	1,000
8	Steve Cook	6.39	1,000
9	Allan Hopkins	11.15	700
10	Irving Crane	8.29	700
11	Larry Lisciotti	7.75	700
12	Jim Mataya	7.43	700
13	Jack Breit	8.33	500
14	Herb Lehman	7.11	500
15	Wendell Weir	6.48	500
16	Pete Margo	6.20	500
17	Earl Herring	6.76	300
18	Masury Hanatani	6.70	300
19	Luther Lassiter	6.16	300
20	Marshall Boelter	5.82	300
21	Willie Munson	5.66	300
22	Mark Beilfuss	5.22	300
23	LeRoy Kinman	3.82	300
24	Shirley Cloyd	2.43	300
25	Dallas West	9.40	200
26	Dan Louie	8.72	200
27	Tom Jennings	6.62	200
28	Tom Jennings	6.62	200
28	Ernie Costa	6.20	200
29	Dick Leonard	5.15	200
30	Roger Boucher	4.51	200
31	Mark Chapman	4.50	200
32	Frank McGown	3.66	200

Men's High Run: Steve Mizerak — 122

1974 Women's Division

1	Jean Balukas	3.03	3,000
2	Mieko Harada	1.90	1,650
3	Gerry Titcomb	2.21	800
4	Bonnie Gums	2.18	800
5	Madelyn Whitlow	2.52	600
6	Gloria Walker	1.74	600
7	Donna Ries	2.01	400
8	Marcia Girolamo	1.39	400
9	Gail Breedlove	1.80	250
10	Carla Johnson	1.73	250
11	Sheila Bohm	1.47	250
12	Becky Brown	1.61	250
13	Jeanne Tomasello	2.03	250
14	Palmer Byrd	1.85	150
15	Janet Ogawa	1.65	150
16	Sandy Patarino	1.22	150

Women's High Run: Mieko Harada — 33

1974 U.S. OPEN QUALIFIERS

- December, 1973 - Japanese National Championship, Tokyo, Japan. Winner: Masaru Hanatani.
- Jan. 15-19, 1974 — 1974 New Jersey State Championship, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Allen Hpokins.
- Feb. 2-23, 1974 — 14.1 World Championship, American Legion Hall, Hollywood, California. Winner: Ray Martin.
- Feb. 15-17, 1974 — Alaska State Pocket Billiards Tournament, Crown Cue, Anchorage, Alaska. Winner: Leroy Kinman.
- March 2-4, 1974 — 9th Annual Midwest Open Pocket Billiard Tournament, State & Madison Recreation, Rockford, Illinois. Winner: Willie Munson.
- March 6-16, 1974 — Hi-Cue Qualifier 1, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Frank McGown.
- March 30-31, 1974 — BCA New England Championship, Cue & Billiard Lounge, Salem, Massachusetts. Winner: Roger Boucher.
- March 20-24, 1974 — Hudson Valley (2nd) New York U.S. Open, Empire Billiard Lounge, Newburgh, New York. Winner: Dick Leonard.
- April 2-5, 1974 — American Coolege Unions—International, Kent State University, Kent, Ohio. Winner: Dan Louie.
- April 12-14, 1974 — Chicago Metropolitan U.S. Open Qualifier, Corner Pocket Billiard Lounge, Chicago, Illinois. Winner: Dallas West.
- April 26-28, 1974 — Empire State Championship, Rack 'em Up Billiards, Richmond Hill, New York. Winner: Jack Colavita.
- May 2-5, 1974 — Akron Open, Riviera Lanes, Akron, Ohio. Winner: Luther Lassiter. Qualifier: S. E. Cloyd.
- May 10-12, 1974 — Chicago U.S. Open Qualifier, House of Lords Billiards, Chicago, Illinois. Winner: Marshall Boelter.
- May 10-12, 1974 — Men's BCA New England Open, Gold Crown Billiard Club, New London, Connecticut. Winner: Ernie Costa.
- May 24-27, 1974 — Billiard News National Open, Cushion 'n' Cue Billiard Lounge, Livonia, Michigan. Winner: Steve Mizerak. Qualifier: Pete Margo.
- May 31-June 2, 1974 — Hi-Cue Masters, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Earl Herring.
- June 8-9, 1974 — Michigan Open, Velvet Rail Billiards, Lansing, Michigan. Winner: Jim Mataya.
- June 14-16, 1974 — 1st Annual U.S. Classic Pocket Billiard Championship, Classic Club, Las Vegas, Nevada. Winner: Lou Butera.
- June 15-16, 1974 — BCA Family Billiards New England Qualifier, Family Billiards, Scarborough, Maine. Winner: Herb Lehmann.
- June 19-23, 1974 — California Men's Straight Pool Tournament, Jointed Cue Billiards, Sacramento, California. Winner: Mark Chapman.
- June 22-23, 1974 — National Junior Championships. Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Mark Trainer. Velvet Rail Billiards, Lansing, Michigan. Winner: Mark Beilfuss. Qualifier: Mark Beilfuss.
- June 22-23, 1974 — Wisconsin Open Men's 14.1 Championship, Capital Billiards, Milwaukee, Wisconsin. Winner: Steve Cook.
- June 24-26, 1974 — 3rd Annual Mississippi State Championship, Ken's Ball & Cue/Coast Billiards, Gulfport, Mississippi. Winner: Jack Breit.
- June 26-30, 1974 — Empire Classic, Empire Billiard Lounge, Newburgh, New York. Winner: Jim Rempe.
- June 29-July 1, 1974 — Florida State Open, Carefree Billiards, West Palm Beach, Florida. Winner: Danny DiLiberto.
- July 5-7, 1974 — University of Illinois Medical Center Open, Chicago Illini Union, Chicago, Illinois. Winner: Wendall Weir.
- July 6-7, 1974 — BCA Family Billiards Open, Family Billiards, Scarborough, Maine. Winner: Larry Liscioti.
- July 20-21, 1974 — Hi-Cue Qualifier 2, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Tom Jennings.

1974 U.S. OPEN QUALIFIERS (Cont.)

Women's Division

December, 1973	-- Japanese National Championship, Tokyo, Japan. Winner: Mieko Harada.
Feb. 2-23, 1974	— 14.1 World Championship, American Legion Hall, Hollywood, California. Winner: Mieko Harada. Qualifier: Marcia Girolomo.
Apr. 2-5, 1974	— American College Unions—International, Kent State University, Kent, Ohio. Winner: Janis Ogawa.
April 20-21, 1974	— Chicago Women's U.S. Open Qualifier, Side Pocket Billiards, Chicago, Illinois. Winner: Geraldine Titcomb.
May 3-5, 1974	— Women's BCA New England Open, Gold Crown Billiard Club, New London, Connecticut. Winner: Sandra Patarino.
May 18-19, 1974	— Chicagoland U.S. Open Qualifier, Little English Billiards, Chicago, Illinois. Winner: Bonnie Gums.
May 24-27, 1974	— Billiard News National Open, Cushion 'n' Cue Billiard Lounge, Livonia, Michigan. Winner: Madelyn Whitlow.
June 1-2, 1974	— Capital City Open, Velvet Rail Billiards, Lansing, Michigan. Winner: Palmer Byrd.
June 14-16, 1974	— Empire State 14.1 Women's Pocket Billiard Championship, Rack 'em Up Billiards, Richmond Hills, New York. Winner: Gloria Walker.
June 22-23, 1974	— University of Illinois Medical Center Open, Chicago Illini Union, Chicago, Illinois. Winner: Jeanne Tomasello.
June 29-30, 1974	— Ladies' Eastern United States Open, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Rebecca Brown.
July 1-2, 1974	— Hi-Cue Ladies' Qualifier, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Carla Johnson.
July 4-6, 1974	— 3rd Annual Women's National Pro/Am, Velvet Rail Billiards, Lansing, Michigan. Winner/Pro: Sheila Bohm. Winner/Am: Gail Breedlove.

STATISTICS ON BCA CHAMPIONS

The superiority of champions, no matter what the sport, shows up in the statistics of their performances. In a labor of love, Statistical Committee Chairman Bruce Venzke spent many hours extracting such figures for those who had participated in past BCA U.S. Open Pocket Billiard Championships.

This abstract contains the highlights of his study.

One of the first eye openers to be discovered in the report is the fact that BCA has paid out more than \$275,000 in prize monies. This averages out to more than \$25,000 in each of the eleven years that BCA has run the Open. The amount does not include winnings at the qualify level.

Seven contestants have earned BCA prize money in five figures. These are:

Steve Mizerak	\$27,400
Joe Balsis	26,825
Luther Lassiter	17,000
Dallas West	17,500
Jean Balukas	11,750
Danny DiLiberto	11,450
Irving Crane	11,300

STATISTICS ON BCA CHAMPIONS (Continued)

In the matter of "High Runs" at the Open, Irving Crane delivered a perfect 150 when playing against Joe Balsis for the title in 1966. For the women, Dorothy Wise scored a High Run of 40 against Sheila Bohm in 1967.

The highest average for "Balls Per Inning" in one tournament belongs to Steve Mizerak with 18.66, which he established in 1972. His career BCA tournament average is 12.47. For the women, Jean Balukas, the high BPI average for one tournament of 3.54 (1975), and a career average of 2.38.

"Most Balls" in tournament play is held by Jimmy Caras with 1788, which occurred in 1967 with a 48-man field. In a 32-man field, Luther Lassiter has 1319 in 1970. Mieko Harada of Japan holds the women's "Most Balls" with 546 made in the 1974 tournament.

The "Best Winning" percentage for those who have appeared in three or more Opens belongs to Dorothy Wise with .839, followed by Steve Mizerak with .792. For single tournaments, five champions have won perfect 1,000 ratings; they are Crane, Mizerak, West, Wise and Balukas.

The "Most BCA Championships Won" belongs to Dorothy Wise and Jean Balukas with five each. Steve Mizerak has won four tournaments.

1976 U. S. Open Champion Tom Jennings and runner-up Joe Balsis listen to contender Danny DiLiberto discuss a point of play after the final match. At right is referee Conrad Burkman.



Two men have appeared in every one of the eleven Opens: Joe Balsis, and Dallas West. Geraldine Titcomb is high for the women with ten appearances.

U.S. Open Records — Men

High run, in the money: 150, Irving Crane (vs. Joe Balsis), 1966.
High run, out of money: 116, Babe Thompson, 1972.
High BPI average, tournament: 18.66, Steve Mizerak, 1972.
High BPI average, career (min. 3 Opens or 10 games): 12.47, Steve Mizerak.
Greatest victory margin: 163, Dick Baertsch (vs. Joe Balsis), 1969.
Most balls, tournament: 1788, Jimmy Caras, 1967 (48-man field).
Most balls, 32-man tournament: 1319, Luther Lassiter, 1970.
Most balls, career: 9479, Joe Balsis.
Most games, tournament: 12, Jimmy Caras, 1967 (48-man field).
Most games, 32-man tournament, 10, Luther Lassiter, 1970.
Most games, career: 72, Joe Balsis.
Most games won, tournament: 11, Jimmy Caras, 1967 (48-man field).
Most games won, 32-man tournament: 8, Luther Lassiter, 1970.
Most games won, career: 52, Joe Balsis.
Most innings, tournament: 214, Norman Webber, 1968 (54-man field).
Most innings, 32-man tournament: 168, Irving Crane, 1975.
Most innings, career: 977, Luther Lassiter.
Fewest innings by champion, tournament: 53, Steve Mizerak, 1972.
Best winning percentage, tournament: 1,000, Crane, 1966; Mizerak, 1971; Dallas West, 1975.
Best winning percentage, career (min. 3 Opens or 10 games): .792, Mizerak.
High BPG average, tournament: 158.3, Dallas West, 1975.
High BPG average, career (min. 3 Opens or 10 games): 136.3, Steve Mizerak.
Most championships won, career: 4, Steve Mizerak (1970, 1971, ;1972, 1973).
Most runner-up finishes, career: 3, Luther Lassiter (1976, 1970, 1973).
Most money won, career: \$27,400, Steve Mizerak.
Most appearances, career: 11, Joe Balsis, Dallas West.
Most consecutive match victories: 12, Steve Mizerak (1970-1972).

U.S. Open Records — Women

High run, in the money: 40, Dorothy Wise (vs. Sheila Bohm), 1976.
High run, out of money: 28, Jean Ann (Williams) Cardwell, 1967.
High BPI average, tournament: 3.54, Jean Balukas, 1975.
High BPI average, career (min. 3 Opens or 10 games): 2.38, Jean Balukas.
Most balls, tournament: 546, Miekio Harada, 1974.
Most balls, 16-woman tournament: 546, Miekio Harada, 1974.
Most balls, career: 3583, Geraldine Titcomb.
Most games, tournament: 3, Madelyn Whitlow, 1972.
Most games, 16-woman tournament: 8, Madelyn Whitlow, 1972.
Most games, career: 55, Geraldine Titcomb.
Most games won, tournament: 6, Madelyn Whitlow, 1972.
Most games won, 16-woman tournament: 6, Madelyn Whitlow, 1972.
Most games won, career: 31, Geraldine Titcomb.
Most innings, tournament: 373, Madelyn Whitlow, 1972.
Most innings, career: 1958, Geraldine Titcomb.
Fewest innings by champion, tournament: 87, Dorothy Wise, 1970 (8-woman field).
Fewest innings by champion, 16-woman field: 113, Jean Balukas, 1975.
Best winning percentage, tournament: 1,000, Wise (67, 68, 70, 71), Balukas (72, 73, 74, 75, 76).
Best winning percentage, career (min. 3 Opens or 10 games): .839, Wise.
High BPG average, tournament: 80.0, Jean Balukas, 1974 and 1975.
High BPG average, career (min. 3 Opens or 10 games): 72.7, Jean Balukas.
Most championships won, career: 5, Dorothy Wise and Jean Balukas.
Most runner-up finishes, career: 2, San Lynn Merrick, Geraldine Titcomb, Miekio Harada.
Most money won, career: \$11,750, Jean Balukas.
Most appearances, career: 10, Geraldine Titcomb.
Most consecutive match victories: 25, Jean Balukas (1972-1976).

INTERCOLLEGIATE BILLIARDS CHAMPIONSHIP TOURNAMENT

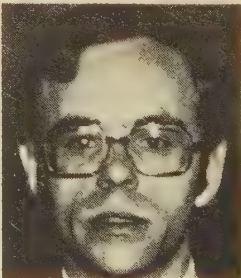
One of the major sources for new billiard players of superior caliber is the educational system. Each year, the members of the American College Unions –International holds its regional and national pocket billiards championships. The male and female champions are then invited to participate in the BCA U.S. Open finals.

ACU-I POCKET BILLIARD CHAMPIONS (Men)

1937.....	John O. Miller	University of Wisconsin
1938.....	J. L. Geiger	University of Florida
1939.....	Peter Choulas	Colgate University
1940.....	John O. Miller	University of Wisconsin
1941.....	Lloyd Green	University of Kansas
1942.....	Leo Bonimi	Cornell University
1943.....	L. Mabie	University of Florida
1944.....	J. Zvanya	University of Indiana
1945-46...	(No Tournament)	
1947.....	Leff Mabie	University of Florida
1948.....	Jack Brown	University of Utah
1949.....	Leroy Kinman	Eastern Kentucky State
1950.....	Leroy Kinman	Eastern Kentucky State
1951.....	Leroy Kinman	Eastern Kentucky State
1952.....	Bill Simms	University of Georgia
1953.....	John Beaudette	Michigan State College



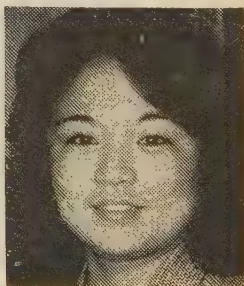
John Cianflone
1976
Mellisa Rice



Robert Jewett
1975
Debra Bloss



Dan Louie
1974
Janis Ogawa



ACU-I POCKET BILLIARD CHAMPIONS (Men Continued)

1954.....	John Beaudette	Michigan State College
1955.....	Rodney Boyd	Ohio State University
1956.....	Joseph Sapanaro	Suffolk University
1957.....	Joseph Sapanaro	Suffolk University
1958.....	Lloyd Courter	State University of Iowa
1959.....	Donald Dull	State College of Washington
1960.....	Henry Parks	Indiana University
1961.....	Jim Finucane	University of Notre Dame
1962.....	Robert Burke	University of Oregon
1963.....	Larry Galloway	Indiana University
1964.....	William Hendricks	Southern Illinois University
1965.....	William Wells	Tulane University
1966.....	William Wells	Tulane University
1967.....	Richard Baumgarth	Purdue University
1968.....	Marshall Boelter	Univ. of Illinois, Chicago Circle Campus
1969.....	Nick Varner	Purdue University
1970.....	Nick Varner	Purdue University
1971.....	Keith Woestehoff	Ohio University
1972.....	Andrew Tennent	University of Wisconsin
1973.....	Dan Louie	Washington State University
1974.....	Dan Louie	Washington State University
1975.....	Robert Jewett	University of California
1976.....	John Cianflone	Rutgers University

ACU-I POCKET BILLIARD CHAMPIONS (Women)

1929.....	Margaret Anderson	University of Illinois
1942.....	Emily Ann Julian	South Dakota State College
1943.....	Mary Jean Noonan	South Dakota State College
1944.....	Barbara Jackson	Colorado State College of Ed.
1948.....	Jeanne Lynch	Rhode Island State
1949.....	Cora Libbey	University of Wisconsin
1950.....	(No Tournament)	
1951.....	Ramona Fielder	South Dakota State College
1952.....	Sondra Bilsky	Purdue University
1953.....	Joanne Skonning	Purdue University
1954.....	Jackie Slusher	Oregon State College
1955.....	Lee McGary	University of Oregon
1956.....	Judy Ferles	University of Arizona
1957.....	Judy Ferles	University of Arizona
1957.....	No Co-ed Face to Face	
1958.....	No Co-ed Face to Face	
1959.....	Jan Deeter	Purdue University
1960.....	Darlene McCabe	University of Oregon
1961.....	Ann Sidlauskas	Indiana University
1962.....	San Merrick	Bowling Green State University
1963.....	Barbara Watkins	Bowling Green State University
1964.....	Barbara Watkins	Bowling Green State University
1965.....	Susan Sloan	University of Texas
1966.....	Linda Randolph	Iowa State University
1967.....	Shirley Glicen	University of Miami
1968.....	Gail Allums	University of Iowa
1969.....	Donna Ries	University of Missouri at Kansas City
1970.....	Catherine Stephens	Western Washington State
1971.....	Marcia Girolamo	State Univ. of New York at Oswego
1972.....	Krista Hartmann	Santa Fe Junior College, Gainesville, Florida
1973.....	Marcia Girolamo	State University of New York at Oswego
1974.....	Janis Ogawa	Boise State University
1975.....	Debra Bloss	Northern Illinois University
1976.....	Melissa Rice	University of Wisconsin—Milwaukee

WORLD 18.2 BALKLINE CHAMPIONS

1903-05	Maurice Vignaux	1922-24	William F. Hoppe
1906	George F. Slosson	1925	Jacob Schaefer, Jr.
1906	George B. Sutton	1925	Edouard J. Horemans
1907	George B. Sutton	1926	Jacob Schaefer, Jr.
1908	William F. Hoppe	1926	Eric Hagenlocher
1909	Ora C. Morningstar	1927	William F. Hoppe
1909	Calvin Demarest	1927	Welker Cochran
1910	Harry P. Cline	1927	Jacob Schaefer, Jr.
1910	William F. Hoppe	1928	Edouard J. Horemans
1911-20	William F. Hoppe	1929-33	Jacob Schaefer, Jr.
1921	Jacob Schaefer, Jr.	1934	Welker Cochran

18.2 Records

High Run—Game (400 points)	J. Schaefer, Jr.	400	1925
High Run—Match (1,500 points)	J. Schaefer, Jr.	432	1925
High Grand Average—Match (1,500 pts.)	J. Schaefer, Jr.	93.75	1926
High Grand Average—Tournament	J. Schaefer, Jr.	57.14	1925

WORLD 18.1 BALKLINE CHAMPIONS

1897	George F. Slosson	1909	George F. Slosson
1898	Jacob Schaefer, Sr.	1909	George B. Sutton
1898	Frank C. Ives	1910-11	William F. Hoppe
1901-02	Jacob Schaefer, Sr.	1912	George B. Sutton
1903	George B. Sutton	1912	Ora C. Morningstar
1904-05	Maurice Vignaux	1913-26	William F. Hoppe
1906	William F. Hoppe	1926-27	Jacob Schaefer, Jr.*
1907	George B. Sutton	1927	William F. Hoppe*
1907	Jacob Schaefer, Sr.	*Not officially sanctioned	
1908	George B. Sutton		

18.1 Records

High Run—Game (500 points)	Frank Ives	140	1897
High Average—Game (500 points)	Frank Ives	31.25	1897
High Grand Average—Match (1,000 points)	Willie Hoppe	22.22	1910
High Grand Average—Tournament	Frank Ives	14.95	1897

WORLD 14.1 BALKLINE CHAMPION 1914 Willie Hoppe

WORLD 28.2 BALKLINE CHAMPION 1937 Jake Schaefer, Jr.

WORLD 71.2 BALKLINE CHAMPION 1938 Willie Hoppe

WORLD THREE CUSHION CHAMPIONS

1878	Leon Magnus	1913-14	Alfredo De Oro
1899	W. H. Catton	1915	George Moore
1900	Eugene Carter	1915	William H. Huey
1900	Lloyd Jevne	1915	Alfredo De Oro
1907	Harry P. Cline	1916	Charles Ellis
1908	John W. Daly	1916	Charles McCourt
1908	Thomas Hueston	1916	Hugh Heal
1908	Alfredo De Oro	1916	George Moore
1909	Alfredo De Oro	1917	Charles McCourt
1910	Fred Eames	1917	Robert L. Cannefax
1910	Thomas Hueston	1917	Alfredo De Oro
1910	Alfredo De Oro	1918	Augie Kieckhefer
1910	John W. Daly	1919	Alfredo De Oro
1911	Alfredo De Oro	1919	Robert L. Cannefax
1912	Joseph W. Carney	1920	John Layton
1912	John Horgan	1921	Augie Kieckhefer

WORLD THREE CUSHION CHAMPIONS (Continued)

1921	John Layton	1936	Welker Cochran
1922	John Layton	1937	Welker Cochran
1923	Tiff Denton	1938	Roger Conti
1924-25	Robert L. Cannefax	1939	Joseph Chamaco
1926	Otto Reiselt	1940-43	William F. Hoppe
1927	Augie Kieckhefer	1944-46	Welker Cochran
1927	Otto Reiselt	1974-52	William F. Hoppe
1928-30	John Layton	1953	Raymond Kilgore
1931	Arthur Thurnblad	1954	Harold Worst
1932	Augie Kieckhefer	1955-62	NA
1933	Welker Cochran	1963-74	Raymond Ceulemans
1934	John Layton	1975	Nobuaki Kobayashi
1935	Welker Cochran	1976	Raymond Ceulemans
1936	William Hoppe		

Three Cushion Records

High Run—Game (50 points)	Willie Hoppe	20	1928
High Run—Match (360 & 1,000 points)	Willie Hoppe	15	1936-50
High Average—Game (50 points)	Otto Reiselt	3.13	1926
High Grand Average—Match (1,400 points)	Willie Hoppe	1.18	1947
High Grand Average—Tournament	Willie Hoppe	1.33	1950

AMERICAN BILLIARD ASSOCIATION THREE-CUSHION CHAMPIONS

1969	Bud Harris	1972	Jim Cattrano
1970	Bud Harris	1973	Allen Gilbert
1971	Jim Cattrano	1975	George Ashby

WORLD POCKET BILLIARD CHAMPIONS

1878-80	Cyrille Dion	1905	Jerome Keogh
1878-80	Samuel F. Knight	1905	Jerome Keogh
1878-80	Alonzo Morris	1905	Alfredo De Oro
1878-80	Gottlieb Wahlstrom	1905	Thomas Hueston
1881	Gottlieb Wahlstrom	1906	John Horgan
1882-83	Albert Frey	1906	Jerome Keogh
1884-85	J. L. Malone	1906	Thomas Hueston
1886	Albert Frey	1907	Thomas Hueston
1887	Alfredo De Oro	1908	Frank Sherman
1888	Alfredo De Oro	1908	Alfredo De Oro
1888	Albert Frey	1908	Thomas Hueston
1888	Frank Powers	1909	Charles Weston
1889	Albert Frey	1909	John Kling
1889	Alfredo De Oro	1909	Thomas Hueston
1890	Frank Powers	1910	Jerome Keogh
1890	H. Manning	1910	Alfredo De Oro
1891	Frank Powers	1911	Alfredo De Oro
1891	Alfredo De Oro	1912	Edward Ralph
1892-94	Alfredo De Oro	1912	Alfredo De Oro
1895	William Clearwater	1913-15	Benjamin Allen
1895	Alfredo De Oro	1916	Emmet Blankenship
1896	Frank Stewart	1916	John Layton
1897	Grant Eby	1916	Frank Taberski
1897	Jerome Keogh	1917-18	Frank Taberski
1898	William Clearwater	1919-24	Ralph Greenleaf
1898	Jerome Keogh	1925	Frank Taberski
1899-1900	Alfredo De Oro	1926	Ralph Greenleaf
1901	Frank Sherman	1927	Erwin Rudolph
1901	Alfredo De Oro	1927	Thomas Hueston
1902	William Clearwater	1927	Frank Taberski
1902	Grant Eby	1928	Ralph Greenleaf
1903	Grant Eby	1928	Frank Taberski
1904	Alfredo De Oro	1929	Ralph Greenleaf

WORLD POCKET BILLIARD CHAMPIONS (Continued)

1930	Erwin Rudolph	1946	Irving Crane
1931-32	Ralph Greenleaf	1947-48	Willie Mosconi
1933	Erwin Rudolph	1949	James Caras
1934	Andrew Ponzi	1950-54	Willie Mosconi
1935-36	James Caras	1955	Irving Crane
1937	Ralph Greenleaf	1955	Willie Mosconi
1938-39	James Caras	1956-57	Willie Mosconi
1940	Andrew Ponzi	1969	Ed Kelly
1941	Willie Mosconi	1970	Irving Crane
1941	Erwin Rudolph	1971	Ray Martin
1942	Irving Crane	1972	Irving Crane
1942	Willie Mosconi	1973	Lou Butera
1943	Andrew Ponzi	1974	Ray Martin
1944-45	Willie Mosconi		

Pocket Billiard Records — Also see U.S. Open Records on page 117

High Run—Game (125 points)	Andrew Ponzi	127*	1939
High Run—Game (150 points)	Willie Mosconi	150	1956
High Run—Match (5' x 10')	Andrew Ponzi	153	1934
High Run—Match (4½' x 9')	Irving Crane	160	1951

BCA SANCTIONED TOURNAMENTS (Non-Qualifying)

Sept. 1973-Apr. 1974	Oldsmobile Singles Round Robin, Velvet Rail Billiards, Lansing, Michigan. Winner: Dale Westrick.
Oct. 1973-Apr. 1974	Oldsmobile Doubles Round Robin, Velvet Rail Billiards, Lansing, Michigan. Winners: Neil Melvin/Ron Haas.
Feb. 15-18, 1974	1974 United States Invitational 3-Cushion Carom Billiard Tournament, Hi-Cue Billiard Lounge, Elizabeth, New Jersey.
May 4-5, 1974	1974 New Jersey State 3-Cushion Billiard Championship Tournament, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Richie Minkoff.
July 5-7, 1974	7th Annual Texas Open, J.D.'s Billiards, Ft. Worth, Texas.
Oct. 19-20, 1974	1st Annual Pennsylvania State Women's Pocket Billiard Championships, Brunswick King of Prussia Lanes, King of Prussia, Pennsylvania. Winner: Gloria Walker.
Feb. 21-23, 1975	Billiard News National Open 3-Cushion Billiard Championships, Cushion 'n' Cue Recreation Centers, Oak Park, Michigan. Winner: Paul J. Melnichuk.
Mar. 14-16, 1975	1975 Ladies' New Jersey State 9-Ball Pocket Billiards Championship Tournament, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Gloria Walker.
July 17-20, 1975	Gold Crown 9-Ball Championship, Gold Crown Billiards, New London, Connecticut.
Nov. 7-9, 1975	Cushion 'n' Cue Open 3-Cushion Billiard Championship, Cushion 'n' Cue Recreation Center, Oak Park, Michigan.
Nov. 7-16, 1975	Hi-Cue National 9-Ball Championship Pocket Billiard Tournament, Hi-Cue Billiard Lounge, Elizabeth, New Jersey. Winner: Larry Hubbard.
February, 1976	Milwaukee Sentinel Sports Show Women's Division Tournament, Billiard Congress of Wisconsin, Milwaukee, Wisconsin.
February, 1976	Milwaukee Sentinel Sports Show "Men's Class 'A'" Tournament, Billiard Congress of Wisconsin, Milwaukee, Wisconsin.
February, 1976	Milwaukee Sentinel Sports Show, Pro Division Tournament, Billiard Congress of Wisconsin, Milwaukee, Wisconsin.
February, 1976	Milwaukee Sentinel Sports Show, Pro Division Tournament, Billiard Congress of Wisconsin, Milwaukee, Wisconsin.
February, 1976	Milwaukee Sentinel Sports Show "Junior" Division Tournament, Billiard Congress of Wisconsin, Milwaukee, Wisconsin.

BILLIARD CONGRESS OF AMERICA

// ANNUAL U.S. OPEN
POCKET BILLIARD CHAMPIONSHIP
AUGUST 11 - 14 1976



Referee Red Jones and the onlookers look pensive as defending Women's Open Champion, Jean Balukas, closes out the final match to retain her title for the fifth consecutive year. Behind her, chin in hand, is runner-up, Gloria Walker.

1976 U.S. OPEN HIGHLIGHTS

At right, a surprised Bob Froeschle receives a plaque in appreciation for his many years of serving as the U.S. Open Tournament Director. BCA president, Kim Gandy, makes the presentation.



A happy Jean Balukas is surrounded by the Cue-ettes, five young landies from St. Petersburg, Florida, who entertained the crowd every night with their vast array of trick shots.



PERSONAL RECORD

Tournament _____ Date _____

Score _____ Place _____ Hi-Run _____

Tournament _____ Date _____

Score _____ Place _____ Hi-Run _____

Tournament _____ Date _____

Score _____ Place _____ Hi-Run _____

Tournament _____ Date _____

Score _____ Place _____ Hi-Run _____

Tournament _____ Date _____

Score _____ Place _____ Hi-Run _____

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Tournament _____ Date _____

Score _____ Place _____ Hi-Run _____

SET YOUR SIGHTS FOR THE BCA SHOOTOUT DAYTON CONVENTION CENTER September 1977



U.S. OPEN CHAMPIONSHIP

September 14—15

Featuring sixteen men and four women finalists. Local qualifying tournaments open to any BCA Player Member. Cash prizes at Local (\$500 or \$1,000 each), Regional (\$2,000 each) and Championship (\$15,000) levels. Player Entry Fee — \$35 or \$65 — depending on Local prize fund.



NATIONAL 8-BALL CHAMPIONSHIP

September 16—17

Featuring up to 256 finalists. Qualifying tournaments open to all except those who have played in or qualified for the U.S. Open. Over \$25,000 worth of billiard tables and accessories as prizes. Player Entry Fee—\$7.

FOR DETAILS CONCERNING PLAYING OR HOLDING
QUALIFYING TOURNAMENTS, WRITE:

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This OFFICIAL book contains:

- Explanations and rules for 25 games
- The records of past BCA "Open" Champions
- Winners of past American College Union International championships
- Illustrated instructions for learning to play billiards
- The "Diamond System" for determining shots
- A glossary of billiard terms
- Pictures and stories of BCA's Hall of Fame
- The history of billiards
- Answers to commonly asked Questions
- BCA Sanctioning Rules for tournaments
- BCA Player Application Form